LUONG HIEU-THI

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EDUCATION

Oct 2017 – Oct 2020 (expected): PhD, Computer Science (MEXT Scholarship)
Sokendai – National Institute of Informatics, Japan

Dec 2014 – Dec 2016: Master of Science, Computer Science
VNUHCM – University of Science – GPA: 7.52/10.0 – Thesis: 9.6/10.0

Sep 2010 – Sep 2014: Bachelor of Science, Information Technology, Honors Program
VNUHCM – University of Science – GPA: 8.27/10.0

EXPERIENCES

Research Assistant, Yamagishi lab – National Institute of Informatics, Tokyo, Japan
Supervisor: Yamagishi Junichi | Nov 2017 – present
Statistical Parametric Speech Synthesis systems, multi-speaker models, supervised and unsupervised speaker adaptation.

Research Assistant, AILAB – VNUHCM – University of Science, Ho Chi Minh city, Vietnam
Supervisor: Vu Hai-Quan | Sep 2014 – Aug 2017
Automatic Speech Recognition and Speech Synthesis. Research and Develop ASR and TTS systems for Vietnamese language. Prepare practical demonstration to showcase ASR and TTS applications.

Research Intern, National Institute of Informatic, Tokyo, Japan
Supervisor: Yamagishi Junichi | Mar 2016 – Aug 2016
Deep Learning for Statistical Parametric Speech Synthesis. DNN-based Multi-speaker speech synthesis model, adaptation and the ability to manipulate the synthetic speech characteristic.

PUBLICATIONS

Bootstrapping non-parallel voice conversion from speaker-adaptive text-to-speech
Hieu-Thi Luong, Junichi Yamagishi
Dec 2019, IEEE ASRU 2019 proceedings, pp. 200-207 **(Refereed)**

Training Multi-Speaker Neural Text-to-Speech Systems using Speaker-Imbalanced Speech Corpora
Hieu-Thi Luong, Xin Wang, Junichi Yamagishi, Nobuyuki Nishizawa
Sep 2019, Interspeech 2019 proceedings, pp. 1303-1307 **(Refereed)**

A Unified Speaker Adaptation Method for Speech Synthesis using Transcribed and Untranscribed Speech with Backpropagation
Hieu-Thi Luong, Junichi Yamagishi
June 2019, arXiv preprint arXiv:1906.07414

Scaling and bias codes for modeling speaker-adaptive DNN-based speech synthesis systems
Hieu-Thi Luong, Junichi Yamagishi
Dec 2018, IEEE SLT 2018 proceedings, pp. 610-617 **(Refereed)**

Wasserstein GAN and Waveform Loss-based Acoustic Model Training for Multi-speaker Text-to-Speech Synthesis Systems Using a WaveNet Vocoder
Yi Zhao, Shinji Takaki, Hieu-Thi Luong, Junichi Yamagishi, Daisuke Saito, Nobuaki Minematsu
Sep 2018, IEEE Access, pp. 60478 - 60488 **(Refereed)**

Multimodal Speech Synthesis Architecture for Unsupervised Speaker Adaptation
Hieu-Thi Luong, Junichi Yamagishi
Sep 2018, Interspeech 2018 proceedings, pp. 2494-2498 **(Refereed)**

Investigating accuracy of pitch-accent annotations in neural network-based speech synthesis and denoising effects
Hieu-Thi Luong, Xin Wang, Junichi Yamagishi, Nobuyuki Nishizawa
Sep 2018, Interspeech 2018 proceedings, pp. 37-41 **(Refereed)**

Do prosodic manual annotations matter for Japanese speech synthesis systems with WaveNet vocoder?
Hieu-Thi Luong, Xin Wang, Junichi Yamagishi, Nobuyuki Nishizawa
Mar 2018, IEICE Technical Report vol. 117, no. 517, SP2017-123, pp.215-220

Adapting and Controlling DNN-based Speech Synthesis using Input Code
Hieu-Thi Luong, Shinji Takaki, Gustav Eje Henter, Junichi Yamagishi
Mar 2017, ICASSP 2017 proceedings pp. 4905–4909 **(Refereed)**

A non-expert Kaldi recipe for Vietnamese Speech Recognition System
Hieu-Thi Luong, Hai-Quan Vu
Dec 2016, WLSI/OIAF4HLT 2016 proceedings, pp. 51-55 **(Refereed)**

A DNN-based Text-to-Speech Synthesis System using Speaker, Gender and Age Codes
Hieu-Thi Luong, Shinji Takaki, SangJin Kim, Junichi Yamagishi
Oct 2016, IEICE Technical Report vol. 116, no. 279, SP2016-48, pp. 37-42

Awards & Honors

Oct 2017 – Oct 2020: Japanese Government (Monbukagakusho:MEXT) Scholarship

Skills

- **Languages**: Vietnamese, English (IELTS: 7.0)
- **Programming Languages**: C/C++, Python, Javascripts, C#, Java,…
- **Operating System**: Linux (bash, ssh, awk, sed,…), Windows, MacOS
- **Frameworks and Toolkits**: Kaldi, HTK, HTS, SPTK, Festival, SRILM, CURRENNT, Tensorflow…
- **App Programming**: android (SDK, NDK)
- **Web programming**: meteor, nodejs, angularjs, flask…
- **Game Programming**: libGDX, pixijs, unity,…
- **Drawing**: aspiring artist (instagram: https://www.instagram.com/luonghieuthi/)