

Cuong Than

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EDUCATION

University of Massachusetts Amherst

June 2021 - present

- Ph.D. Computer Science
- Doing research on graph algorithms under the supervision of Dr. Hung Le.

University of Nebraska - Lincoln

Aug 2019 - June 2021

- M.S. Computer Science GPA: 4.00
- Computational Theory, Advanced Algorithms, Machine Learning, Game Theory, and Graph Algorithms.

Hanoi University of Science and Technology

Aug 2014 - June 2019

- B.S. Computer Science GPA: 3.69
- Data Structure and Algorithms, Linear Algebra, Calculus, Operating System, and Database.

PUBLICATIONS

H Le and **C Than**, “Greedy Spanners in Euclidean spaces admit Sublinear Separators”. *The 33rd Annual ACM-SIAM Symposium on Discrete Algorithms, SODA22, 2022.* (Link)

H Chan, M Irfan and **C Than**, “Schelling Models with Localized Social Influence: A Game Theoretic Framework”. *The 2020 International Conference on Autonomous Agents and Multiagent Systems, AAMAS, 2020.*

C Than and T Do, “An $O(n\sqrt{n} \log \log n)$ average case algorithm for the maximum induced matching problem in permutation graphs”. *The 5th Asian Conference on Defense Technology, ACDT, 2018.*

AWARDS AND SCHOLARSHIPS

First place , ICPC* North Central North America Regional Contest

Nov 2019

Second Prize , ICPC* Asia Regional Contest

Nov 2018

First Prize , Vietnamese Olympiad in Analysis and Algebra for Undergraduate

March 2015

Scholarship for outstanding students , Hanoi University of Science and Technology

2014- 2019

EXPERIENCE

Research Assistant at the University of Massachusetts Amherst

June 2021- present

- Design algorithm finding sublinear separators in greedy spanners.
- Mentor students in Early Research Scholars Program (ERSP). Assist them in reading papers, formalizing and developing ideas for theoretical problems.

Teaching Assistant at the University of Nebraska Lincoln

Aug 2019- May 2021

- Construct and grade the assignments and exams.
- Prepare for the lab sections and guide students to write programs, develop their ideas and solve problems in a computational way.

*The International Collegiate Programming Contest