Thien Tran

tltran5@uno.edu | /thienlongtran.com | /thienlongtran | /thienlongtran

Education

University of New Orleans Aug. 2019 - Dec. 2021 (expected)
B.S. Computer Science, 3.984 GPA *New Orleans, LA*

- **Honors:** President's List (2019-2021), Achievement in Computer Science Scholarship (2020-2021)
- **Activities:** Toastmasters (President), International Game Developers Association, Google Developer Student Club, Robotics Club, Vietnamese American Student Association
- **Completed Coursework:** Data Structures & Algorithms, Software Design I & II (Java), Machine Structure and Assembly Language, Systems Programming, Theory of Computation, Programming Language Structure
- **Current Courses:** Python for Data Science & Artificial Intelligence, Computer Design & Organization, Computer Networks and Telecommunications, Operating Systems, Undergrad Seminar, Independent Research

Technical Skills

Languages: Java, Python, HTML/CSS, JavaScript
Technologies: Git/Github, Unity, Jupyter Notebook
Libraries: pandas, NumPy, Matplotlib

Experience

Undergraduate Research Assistant Jan. 2020 – Present
University of New Orleans *New Orleans, LA*

- Create immersive eXtended Reality (XR) games using Unity and C# to discreetly detect cognitive distortions and other mental health conditions under advisement of Dr. Farjana Eishita.
- Convert existing cognitive distortion detection game from Augmented Reality (handheld phone-based) to Mixed Reality (head-mounted display) for player-experience comparisons.
- Conduct player experience testing and data validation to ensure effective results.

Projects

Warframe Inventory Market Info | *Python, OpenCV, PyTesseract*

- Developed a program that automatically gathers information about users' in-game Warframe inventory items including live web market value and in-game trade value, and saves important data to an Excel spreadsheet.
- Detected items automatically by using OpenCV to capture screen and isolate item names from the image bythresholding the text colors, and by using PyTesseract to recognize the remaining text.
- Decreased time it takes to gather relevant data by 98.667% per item page.

Sports Betting House Edge Web Scraper | *Python, Selenium*

- Built a program that scrapes point spreads of a variety of live real-life sports games from a casino website.
- Computed the house edge of each unique game from the point spread automatically, decreasing time it takes to acquire this info from each game by 99.7% compared to manual calculation.
- Provided an additional factor (house edge) for consideration in sports betting models.
- Improved certain sports betting models by up to 3.4%.