

Thien Tran

✉ ttran384@gatech.edu | ☎ (346)-204-9381 | 🌐 [/thienlongtran.com](https://thienlongtran.com) | in [/thienlongtran](https://thienlongtran.com) | 🌐 [/thienlongtran](https://thienlongtran.com)

EDUCATION

Georgia Institute of Technology

January 2022 - December 2023 (Expected)

Master of Science in Computer Science

Atlanta, GA

- **Relevant Coursework:** Knowledge-Based AI

University of New Orleans

August 2019 - December 2021

Bachelor of Science in Computer Science – GPA: 3.99/4.00

New Orleans, LA

- **Leadership:** Google Developers Student Club (DSC Lead), Toastmasters (President), SGA (Senator)
- **Relevant Coursework:** Data Structures and Algorithms, Algorithm Analysis, Python for DS & AI, Database Management Systems, Cloud Computing, Computer Networks, Operating Systems, Software Design I & II (Java)

SKILLS

Languages	Java, Python, HTML/CSS, JavaScript, SQL
Technologies	Git, Unity, Jupyter Notebook
Libraries	NumPy, Pandas, Matplotlib, scikit-learn
DevOps	Amazon Web Services (AWS), Terraform, GitLab CI/CD
Certifications	AWS Solutions Architect - Associate, AWS Cloud Practitioner

EXPERIENCE

Incoming Software Engineer Intern

May 2022 - August 2022

PayPal

Austin, TX

- Joining PayPal for an exciting, enriching, and character-building experience this upcoming summer!

Software Engineer Intern (DevOps)

May 2021 - July 2021

USAA

Plano, TX

- Reduced cluttering of a qTest archive by 84% and allowed for easier feature-based auditing by designing a new directory structure for publishing automated infrastructure test results that affected 70 projects.
- Enabled automatic AWS resource tagging on one parameter if not provided by a developer or optional manual tagging otherwise by modifying a custom Terraform provider utilized by 55 projects using GoLang.
- Decreased the cost of conducting network connectivity testing on EC2 instances by 92.38% by developing a selection of 5 AWS Systems Manager (SSM) testing automations using Terraform and GitLab CI/CD.

Undergraduate Research Assistant

January 2021 - May 2021

University of New Orleans

New Orleans, LA

- Developed immersive eXtended Reality (XR) games using Unity and C# under advisement of Dr. Farjana Eishita to discreetly detect 8 types of cognitive distortions and other mental health conditions.
- Converted 42 scenes of an existing cognitive distortion detection game from Augmented Reality (AR) to Mixed and Virtual Reality (MR & VR) for player-experience comparisons.
- Conducted player-experience testing on 9 individuals to identify bugs and ensure effective game-play engagement.

PROJECTS

Stock Simple Moving Average Pipeline | *AWS, Python*

- Developed an AWS cloud pipeline that computes the simple moving average of historical OHLC-type stock prices.
- Created the cloud infrastructure using the AWS Python SDK (Boto3) by automatically initializing and connecting two S3 buckets, two Lambda functions, one SNS topic, and one DynamoDB NoSQL database table.
- Computed the aggregate simple moving average automatically, decreasing the time it takes to acquire this information an input file by 99.97% compared to manual calculation.

Warframe Inventory Market Info | *Python*

- Developed a program that automatically gathers 4 different attributes about users' in-game Warframe inventory items, saving users about 52 seconds per item page compared to manual calculation.
- Generated lists of inventory items using OpenCV to isolate item names from the inventory-screen image by thresholding the text colors, and by using PyTesseract to read and save the remaining text.
- Enabled better investment decisions and comparisons by collecting the average currency price of the 10 current cheapest live web market value sell-orders using the warframe.market API for each item in the generated item list.