

Justin Thai

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Objective:

To pursue knowledge in the field of machine learning and find applications in the real world.

Education:

Dublin High School, Dublin, CA 3.98 GPA
High School Diploma, Class of 2020

Coursework:

Computer Science Principles
Honors Principles of Engineering
AP Computer Science Applications
Honors Digital Electronics
Algebra I & II, Geometry, Trig. w/ Precalculus
AP Calculus AB

Skills:

I am proficient in Java, Python, and Spanish. I am also familiar with C, SQL, HTML, CSS, and using command line for Linux. Hobbies that I enjoy include playing the piano, drawing, and cooking.

Activities:

Engineering Academy—CS Pathway
Piano—Achieved Certificate of Merit Level 9
Kung Fu
Tri Valley Aquatics Swim Team
Pet Sitting

Volunteer Experience:

Teen Advocates for Science Communication:

June 2019 – Present

I am volunteering at the California Academy of Sciences. We teach visitors about the exhibits and organizing activities for special events hosted by the Academy.

Projects:

BackpAQ Personal Air Quality Monitor:

IoT data gathering project

I created a portable air quality sensor. The goal of this project is to have many of these devices carried around so they can gather detailed data about the air quality in our community. These IoT devices connect to the network through a WiFi connection with the carrier's phone.

AP Computer Science Applications:

Recipe App

As a 3-person team, we created an Android app to provide recipe recommendations based on the quantity of ingredients available to the user. I designed the structure of the ingredient and recipe databases for efficient access by the program, and wrote the functionality for inputting ingredients and recommending recipes.

Honors POE:

Machine Control—Elevator Project

We created a model elevator that services three floors with the help of sensors and buttons intended to emulate the actual controls. In addition to setting up the sensors for the elevator in our model, I was also in charge of designing the logic used to move the elevator to the desired floors.

Computer Science Principles:

Hangman Game

Our team designed a Python game in which the user inputs letters or words to guess the hidden word chosen by the game. I programmed the code that analyzed the user input to compare the guesses to the keyword.