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https://www.github.com/andythai

ANDY THAI

SKILLS & ABILITIES

Technical: Python, Java, C++, C, JavaScript, ARM Assembly
Skillsets: Artificial Intelligence, Machine Learning, Data Science, Interaction Design
Languages: Fluent English, Working-level Vietnamese

EDUCATION

UNIVERSITY OF CALIFORNIA SAN DIEGO

B.S. Math-Computer Science

B.S. Cognitive Science with Specialization in Human-Computer Interaction

GPA: 3.4
Expected Graduation: June 2018

COURSEWORK

COGS 202	Graduate: Computational Cognition
COGS 181	Neural Networks & Deep Learning
COGS 108	Data Science in Practice
COGS 189	Brain Computer Interfaces
COGS 188	AI Algorithms & Social Language
CSE 158	Recommender Systems & Web Mining
MATH 170A	Numerical Analysis in Linear Algebra
COGS 118B	Natural Computation II

EXPERIENCE

INSTRUCTIONAL ASSISTANT, UCSD
January 2018 – March 2018
- Will assist in classroom instruction for a brain-computing interfaces course

RESEARCH ASSISTANT & ROBOT HANDLER, UCSD CHIBA LAB
December 2015 – Present
- Maintains and develops RUBI-6 early educational machine learning robotics project
  - Refines active object recognition project to learn classification of toys interactively
  - Demoed at UCSD's Innovation Night 2017 and the Contextual Robotics Forum 2017
- Helps develop kinetic camera setup and software for automatic classification of rodent behavior with 3D tracking information
- Programmed frame retrieval and eye measuring tools for video coding automation
- Assisted and advised in data analytics and representation for research project on social interactions between elderly cohorts
- Assists with daily lab routine tasks, data collection, and technical applications

OFFICE & SUPPLIES MANAGER, UCSD RETIREMENT RESOURCE CENTER
Fall 2015 – June 2016
- Worked and managed databases, banking, and financial documents
- Communicated with Retirement Association members for event plans and set-up

TEACHER ASSISTANT, MATH ENRICHMENT
Summer 2015, Summer 2014
- Managed and assessed students ranging from 4th grade to 7th-8th grade level

PROJECTS

Project Titanic
Led a team and programmed a game in C++ with a custom rendering engine made from scratch that involves navigating through a procedurally generated world

Brain-o-War
Led a team and programmed a 3D tug-of-war game using the NeuroSky EEG brain-computer interfacing API to utilize player brainwaves as controls in-game

Allegheny Crashes
Conducted a data science group project analyzing variables potentially contributing to car crashes within Pennsylvania's Allegheny county

LEADERSHIP & VOLUNTEER POSITIONS

Chancellor's Scholars Program Published Newsletter Writer
Fall 2017 – Present
Chancellors' Scholars Alliance Vice-President
Fall 2017 – Present
Chancellors' Scholars Alliance Webmaster & Communications Chair
Fall 2015 – Fall 2017
Sixth College ComicCon Section Director
Spring 2015
Scholars' Society Overnight Stay Program Board Coordinator
Fall 2014 – Spring 2015

AWARDS

UCSD Student Foundation Scholarship *Fall 2017*
UCSD Chancellors' Scholarship *Fall 2014*