

ANDY THAI – CV

SKILLS & ABILITIES

Technical: Python, Java, C, C++, JavaScript, ARM Assembly
Skillsets: AI, Machine Learning, Data Science, Applied Math, Statistics
Languages: Fluent English, Working-level Vietnamese

EXPERIENCE

INSTRUCTIONAL ASSISTANT, BRAIN-COMPUTER INTERFACES
January 2018 – March 2018

- Facilitates learning in an undergraduate classroom environment
- Assists with grading and administrative tasks

RESEARCH ASSISTANT & ROBOT HANDLER, UCSD CHIBA LAB
December 2015 – Present

- Maintains and develops RUBI-6 early educational machine learning robotics project
 - Currently refining mini active object recognition to learn classification of toys via active interaction
 - Demoed RUBI-6 at UCSD Innovation Night 2017 and UCSD Contextual Robotics Forum 2017
- Currently refining kinetic camera setup and software for lab to automatically classify rodent behavior using 3D tracking information
- Programmed custom C++ frame retrieval and rodent eye measuring tools to assist video coding automation
- Assisted and provided advice in data analytics and representation for research project on social interactions between elderly cohorts
- Helped develop and code project on rat pain behavior classification
- Assists with daily lab routine tasks, data collection, and technical applications

OFFICE & SUPPLIES MANAGER, UCSD RETIREMENT RESOURCE CENTER
Fall 2015 – June 2016

- Works and manages databases, banking, and financial documents
- Communicates with Retirement Association members for event plans and set-up
- Maintains social media presence for organization

TEACHER ASSISTANT, MATH ENRICHMENT
Summer 2015, Summer 2014

- Managed and assessed students ranging from 4th grade to 7th-8th grade level

EDUCATION

**UNIVERSITY OF CALIFORNIA
SAN DIEGO**
Double Major:
B.S. Math-Computer Science
B.S. Cognitive Science with
Specialization in
Human-Computer Interaction
GPA: 3.391
Expected Graduation: June 2018

RELEVANT COURSEWORK
COGS 202 Graduate: Computational Cognition
COGS 181 Neural Networks & Deep Learning
COGS 188 AI Algorithms & Social Language
COGS 108 Data Science in Practice
COGS 189 Brain Computer Interfaces
COGS 118B Natural Computation II
MATH 170A Numerical and Linear Analysis
CSE 158 Recommender Systems & Web Mining
CSE 150 AI: Search & Reasoning

LEADERSHIP &
VOLUNTEER
POSITIONS

Chancellor’s Scholars Program Volunteer 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

Eta Kappa Nu (HKN - Kappa Psi) Inductee *Fall 2017*
UCSD Student Foundation Scholarship *Fall 2017*
Provost Honors *Fall 2014 – Spring 2017*
UCSD Chancellors’ Scholarship *Fall 2014*

PROJECTS

Collaborative Filtering Recommender System – MyAnimeList Data (2017)
Explored and analyzed a collaborative filtering model as a recommender system for the MyAnimeList Kaggle dataset in a team of two
Taskr Website Application (2017)
Created a scheduler web application in a three person team to help users organize tasks throughout the day in accordance to the Eisenhower Matrix system
Soundboard Website (2017)
Created a soundboard web application with a team of three to play a series of premade sound themes with additional setting functionality

Allegheny Crashes (2017)

Conducted a data science project in a three person team analyzing variables potentially contributing to car crashes within Pennsylvania's Allegheny county

Brain-o-War (2017)

Programmed a 3D tug-of-war game using the NeuroSky EEG brain-computer interfacing API to utilize player brainwaves as controls in-game

Project Titanic (2016)

Led a team of three to program a game in C++ with a custom rendering engine made from scratch that involves navigating through a procedurally generated world

Chancellor's Scholars Alliance Website (2015 - 2017)

Managed and updated website for the Chancellor's Scholars Alliance organization

Processing Animation (2015)

Created a short 4K animation using the processing programming language
