

Andy Thai

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Research Interests: Computer graphics & animation, image processing, machine learning, topological geometry

Education

University of California, Irvine

PH.D. IN COMPUTER SCIENCE, SPECIALIZATION: COMPUTER GRAPHICS

Advisor: Gopi Meenakshisundaram

University of California, San Diego

B.S. IN MATHEMATICS-COMPUTER SCIENCE

B.S. IN COGNITIVE SCIENCE WITH SPECIALIZATION IN HUMAN-COMPUTER INTERACTION

GPA: 3.4

Irvine, CA

Sep 2018 – Present

La Jolla, CA

Sep 2014 – Jun 2018

Research Experience

Interactive Graphics & Visualization Laboratory, UC Irvine

PH.D. STUDENT

Irvine, CA

Sep 2018 – Present

- Developing novel topological cutting algorithms to segment and decompose complex 3-D meshes for practical manufacturing
- Exploring effects of design choices in CGI synthetic data on semantic segmentation, surface normal estimation, decomposition tasks

Chiba Neuroscience Laboratory, UC San Diego

RESEARCH ASSISTANT

La Jolla, CA

Dec 2015 – Sep 2018

- Integrated 3DTracker-FAB, cameras, IMUs, neural recordings with Python OpenCV for 4K res, 30fps, real-time behavior classification
- Developed/maintained ROS C++ modules, Python behavioral code for interactive educational robot, deployed in several classrooms
- Collated data and wrote software tools using Python's OpenCV to assist in analysis for classification of rodent facial expression data
- Managed and supervised undergraduate / high school intern research projects in pro-social rodent behavior and empathy

Work Experience

Retirement Association, UC San Diego

OFFICE & SUPPLIES MANAGER

La Jolla, CA

Sep 2015 – Jul 2016

- Assisted in user database management, event planning, social media presence, and flyer design
- Reviewed accounting, supply, banking, and financial records for 2150+ association members
- Supervised and trained interns and new hires

Chancellor's Scholars Alliance, UC San Diego

ACTING CO-PRESIDENT, CO-VICE PRESIDENT, WEBMASTER & COMMUNICATIONS CHAIR

La Jolla, CA

Oct 2014 – Sep 2018

- Oversaw event planning, peer-mentoring systems focused on outreach for 200+ underrepresented first-generation students

Projects

Anime Recommender System Analysis

ANDYTH.AI/ANIME-RECOMMENDER

Python

Dec 2017

Exploratory analysis on myanimelist.net dataset, developed collaborative filtering algorithm for recommendations given user histories

Brain-o-War

ANDYTH.AI/BRAINOWAR

C++, OpenGL, GLSL, NeuroSky

Feb 2017 – Mar 2017

Self-made OpenGL rendering engine with an implemented BCI 3D tug-of-war game that uses player brain waves as control inputs.

Project Titanic

ANDYTH.AI/PROJECT-TITANIC

C++, OpenGL, GLSL

May 2017 – Jun 2017

Ship simulation with custom-made engine supporting water, particle FX, SFX, collision detection, and procedural terrain generation

Skills

Programming: Python, C++, C, MATLAB, Java, HTML, CSS, Javascript, L^AT_EX

Software Tools: OpenGL, GLSL, Oculus VR, OpenCV, scikit-learn, Keras, Unix/Linux, Bash shell scripting

Languages: English (native speaker), Vietnamese (professional working proficiency)

Teaching

WI 2019	TA for ICS 32 Programming with Software Libraries
FA 2018	TA for ICS 33 Intermediate Programming in Python
WI 2018	TA for COGS 189 Brain-Computing Interfaces
SU 2015	TA for Common Core State Standards

Awards

Feb 2018	UCI Dean's Award Fellowship
Jul 2017	UCSD Student Foundation Scholarship
2015	Darcy & Robert Bingham Scholarship
Sep 2014	UCSD Chancellor's Scholarship