

# Andy Thai

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

## Education

### University of California, Irvine

PH.D. IN COMPUTER SCIENCE

Advisor: Gopi Meenakshisundaram

Irvine, CA

Sep 2018 – Present

### 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

La Jolla, CA

Sep 2014 – Jun 2018

## Research Experience

### Interactive Graphics & Visualization Laboratory, UC Irvine

PH.D. STUDENT

- Researches novel cutting algorithms to segment and decompose complex meshes for practical manufacturing

Irvine, CA

Sep 2018 – Present

### Chiba Neuroscience Laboratory, UC San Diego

RESEARCH ASSISTANT

- Integrated/optimized 3DTracker-FAB software, cameras, IMUs, neural recordings for automated hi-res real-time behavior classification
- Developed and maintained interactive modules and behavioral social programming for social early-childhood educational robotics
- Collated data and wrote software tools to assist in analysis for classification of rodent facial expressions
- Managed and supervised undergraduate / high school intern research projects

La Jolla, CA

Dec 2015 – Sep 2018

## Work Experience

### Retirement Association, UC San Diego

OFFICE & SUPPLIES MANAGER

- Assisted in user database management and event planning
- Reviewed accounting, banking, and financial records
- Supervised and trained interns and new hires

La Jolla, CA

Sep 2015 – Jul 2016

### Chancellor's Scholars Alliance, UC San Diego

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

- Oversaw event planning and peer networking systems focused on outreach for underrepresented first-generation students

La Jolla, CA

Oct 2014 – Jun 2018

## Projects

### Brain-o-War

ANDYTH.AI/BRAINOWAR

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

C++, OpenGL, GLSL, NeuroSky

Feb 2017 – Mar 2017

### Project Titanic

ANDYTH.AI/PROJECT-TITANIC

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

C++, OpenGL, GLSL

May 2017 – Jun 2017

## Skills

**Programming:** Python, C++, C, Java, MATLAB, ARM Assembly, HTML, CSS, Javascript, L<sup>A</sup>T<sub>E</sub>X

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

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

## Teaching

WI 2019 (TA) ICS 32 Programming with Software Libraries  
FA 2018 (TA) ICS 33 Intermediate Programming in Python  
WI 2018 (TA) COGS 189 Brain-Computing Interfaces  
SU 2015 (TA) 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