

Nicholas Truong

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EDUCATION

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| The University of Texas at Austin | Bachelor of Science, Computer Science, Turing Scholars (Honors) Bachelor of Business Administration, Business Honors Bachelor of Science, Mathematics Overall GPA: 3.75 | May 2020 |
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RESEARCH EXPERIENCE

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| Building-Wide Intelligence Lab – <i>Research Assistant</i> ; Austin, TX | May 2017 – Present |
| <ul style="list-style-type: none">Implemented image-based object detection in C++ to help robots learn relative object locationsConstructed algorithm to localize robot and detect room boundaries from 3D point-cloud dataDeveloping “scavenger hunt” policy to optimally manage and execute given tasks | |
| Center for Space Research – <i>Research Assistant and Programmer</i> ; Austin, TX | June 2014 – August 2014 |
| <ul style="list-style-type: none">Selected from 200 applicants as 1 of 11 students to join the summer programCreated UNIX shell scripts to analyze satellite data and monitor sea level changes in the Gulf of MexicoAnalyzed data to identify discrepancies between satellite readings for further calibrationPresented results to active researchers at the Center for Space Research | |
| Pierce-Shimomura Lab – <i>Research Assistant</i> ; Austin, TX | June 2012 – August 2013 |
| <ul style="list-style-type: none">Propagated <i>C. Elegans</i> test subjects daily, ensuring health of subjects and removing contaminantsPublished “Magnetosensitive neurons mediate geomagnetic orientation in <i>Caenorhabditis Elegans</i>” to eLife journalDiscovered neurological process responsible for geomagnetic sensation in animals | |

PROJECTS

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| Pegasus – <i>Personal project</i> ; Austin, TX | Summer 2017 |
| <ul style="list-style-type: none">Developed AI to competitively play Heads-Up No-Limit Texas Hold’em PokerIncorporated LSTM and standard feedforward neural networks to develop strategy based on game state | |
| Tetris – <i>Class Project for CS 314H</i> ; Austin, TX | October 2016 |
| <ul style="list-style-type: none">Recreated classic 1984 game TetrisDesigned and implemented genetic algorithm AI to maximize Tetris score | |

LEADERSHIP EXPERIENCE AND ACTIVITIES

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| Undergraduate Computational Finance – <i>Member, Director (Spring 2018 – Present)</i> | Fall 2016 – Present |
| <ul style="list-style-type: none">Formulated a trading algorithm to optimize multiple portfolio of other algorithmsDesigned and implemented simulated exchange for testing trading strategiesCreated reinforcement learning trading agent to identify latent features in time seriesRegularly present trading strategies and ideas to team for consideration in team portfolioAnalyze current market conditions and correspond biweekly status reports to the whole team | |
| FIRST Robotics Competition Team 2468 – <i>Programmer (Fall 2013 – Spring 2014)</i> | Fall 2012 – Spring 2014 |
| <ul style="list-style-type: none">Developed drive and vision code that enabled robot to play a modified version of volleyballConstructed robot with 10 member team to successfully run ATX half-marathonFostered and led 2 teams at local middle schools to 1st and 2nd place at Capitol BEST tournament | |

HONORS

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| University of North Texas President’s List | Fall 2014 – Spring 2016 |
| American Invitational Mathematics Examination – Certificate of Distinction | Fall 2012 – Spring 2015 |
| FIRST Robotics Competition – Regional Winners | Spring 2014 |

ADDITIONAL INFORMATION

Computer Skills: C, C++, Java, Python, exposure to Haskell, Scala, JavaScript

Interests: Powerlifting (170/107.25/185kg), Finance, Philosophy, Piano

Work Eligibility: Eligible to work in the U. S. with no restrictions