Thien Tran

ttran384@gatech.edu | (346)-204-9381 | /thienlongtran.com | /thienlongtran | /thienlongtran

Education

Georgia Institute of Technology Jan. 2022 - Dec. 2023 (exp.)
M.S. Computer Science *(Online) Atlanta, GA*
- **Current Courses:** AI for Robotics, Knowledge-Based AI

University of New Orleans Aug. 2019 - Dec. 2021
B.S. Computer Science, 3.99 GPA *New Orleans, LA*
- **Relevant Coursework:** Data Structures and Algorithms, Algorithm Analysis, Python for DS & AI, Database Management Systems, Cloud Computing, Computer Networks, Operating Systems, Software Design I & II (Java)

Skills

Languages: Java, Python, HTML/CSS, JavaScript, SQL
Technologies: Git, Unity, Jupyter Notebook
Libraries: NumPy, Pandas, Matplotlib, scikit-learn
DevOps: Amazon Web Services (AWS), Terraform, GitLab CI/CD
Certifications: AWS Solutions Architect - Associate, AWS Cloud Practitioner

Experience

Incoming Software Engineer Intern (DevOps) May 2022 - Jul. 2022
PayPal/Venmo *Austin, TX*

Software Engineer Intern (DevOps) May 2021 - Jul. 2021
USAA *Plano, TX*
- Innovated a new directory structure for publishing automated infrastructure test results of 70 projects to an archive using GitLab CI/CD pipelines which allowed for easier feature-based auditing and reduces cluttering by 84%.
- Modified a custom Terraform provider affecting 55 projects using GoLang to allow for automatic AWS resource tagging on one parameter if not provided by a user, or manual tagging otherwise.
- Developed a selection of 5 AWS Systems Manager (SSM) documents and automation using Terraform and GitLab CI/CD which reduced the time it takes to conduct network connectivity testing from 3-4 hours with 2-3 engineers to 35-45 minutes with a single engineer.

Undergraduate Research Assistant Jan. 2021 - May 2021
University of New Orleans *New Orleans, LA*
- Developed immersive eXtended Reality (XR) games using Unity and C# under advisement of Dr. Farjana Eishita to discreetly detect 8 types of cognitive distortions and other mental health conditions.
- Converted 42 scenes of an existing cognitive distortion detection game from Augmented Reality (handheld phone-based) to Mixed and Virtual Reality (head-mounted display) for player-experience comparisons.
- Conducted early-stage player-experience testing on 9 individuals to identify bugs and verify effective game-play engagement.

Projects

Stock Simple Moving Average Pipeline | *AWS, Python*
- Developed an AWS cloud-based pipeline that computes the simple moving average of one of the four OHLC-type stock prices from a CSV input file of stock data.
- Created the cloud infrastructure using the AWS Python SDK (Boto3) by automatically initializing and connecting two S3 buckets, two Lambda functions, one SNS topic, and one DynamoDB NoSQl database table.
- Computed the aggregate simple moving average automatically, decreasing the time it takes to acquire this information from each input file by 99.997%+ compared to manual calculation.

Warframe Inventory Market Info | *Python*
- Developed a program that gathers 4 different attributes about users' in-game Warframe inventory items, decreasing the time it takes to gather relevant data by 98.667% per item page compared to manual calculation.
- Generated a names-list of 358 types of items automatically using OpenCV to isolate item names from the inventory-screen image by thresholding the text colors, and using PyTesseract to read the remaining text.
- Collected the average platinum price of the 10 current cheapest live web market value sell-orders using the warframe.market API for each item in the generated names-list.