

Thien Tran

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EDUCATION

University of New Orleans

Bachelor of Science in Computer Science - GPA: 3.99/4.00

August 2019 - December 2021

New Orleans, LA

SKILLS

Languages	Python, Java, Go, HTML, CSS, JavaScript, SQL
Technologies	Git, REST APIs, Unity, Jupyter Notebook
DevOps	Amazon Web Services (AWS), Terraform, GitHub Actions
Certifications	AWS Solutions Architect - Associate, AWS Cloud Practitioner

EXPERIENCE

PayPal

Software Engineer Intern

May 2022 - August 2022

Austin, TX

- Improved fault-tolerance of synthetic testing systems of 4 classes of self-hosted GitHub Actions runners by creating a failure recovery script using Python and GitHub APIs that detects and recovers workflow scheduling failures.
- Enabled 24/7 reliability of GitHub Actions synthetic tests by deploying the failure recovery script to AWS Lambda using Terraform which triggers every 5 minutes, recovers up to 25 failures a day, and only costs \$0.57 a month.
- Provided better infrastructure observability by designing and developing a scalable, high performance web service using Gin/GoLang, Docker, AWS Elastic Kubernetes Service, and AWS ElastiCache Redis which processes GitHub webhooks and delivers 5 key metrics about workflow jobs currently running across Venmo's 1200+ repositories.

USAA

Software Engineer Intern

May 2021 - July 2021

Plano, TX

- Reduced cluttering of a qTest archive by 84% and allowed for easier feature-based auditing by designing a new directory structure for publishing automated infrastructure test results that affected 70 projects.
- Enabled automatic AWS resource tagging on one parameter if not provided by a developer or optional manual tagging otherwise by modifying a custom Terraform provider utilized by 55 projects using GoLang.
- Decreased the cost of conducting network connectivity testing on AWS EC2 instances by 92.38% by developing a selection of 5 AWS Systems Manager (SSM) testing automations using Terraform and GitLab CI/CD.

University of New Orleans

Undergraduate Research Assistant

January 2021 - May 2021

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 manually from Augmented Reality (AR) to Mixed and Virtual Reality (MR & VR) for player-experience (PX) comparisons between platforms.
- Conducted moderated PX testing on 9 individuals to identify bugs and ensure effective game-play engagement.

PROJECTS

Stocks Simple Moving Average | *Python, Amazon Web Services*

- Built an AWS pipeline that computes the Simple Moving Average (SMA) of historical OHLC-type stocks.
- Created the cloud infrastructure using the AWS Python SDK (Boto3) to automatically initialize and connect two S3 buckets, two Lambda functions, one SNS topic, and one DynamoDB NoSQL database table.
- Decreased the time it takes to acquire the SMA of an input file by 99.87% compared to manual calculation.

Warframe Inventory Market Info | *Python*

- Developed a program that automatically gathers 4 different economic attributes about users' in-game Warframe inventory items, saving users about 52 seconds of work per item page compared to manual calculation.
- Generated a list of users' inventory items using OpenCV to isolate item names from the inventory-screen image by thresholding the text colors, and using PyTesseract to read and save the remaining text.
- Enabled better investment decisions and comparisons by collecting the average currency price of the 10 current cheapest live web market value sell-orders using the warframe.market API for each item in users' inventory.