

Thien Tran

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EDUCATION

Georgia Institute of Technology

Master of Science in Computer Science - GPA: 4.00/4.00

January 2022 - December 2023 (Expected)

Atlanta, GA

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, HTML, CSS, JavaScript, SQL
Technologies	Git, 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 internal GitHub Actions runners by using Python and GitHub APIs to discover and recover workflow scheduling failures.
- Enabled 24/7 reliance of GitHub Actions synthetic testing by deploying the failure recovery script to AWS Lambda using Terraform which triggers every 5 minutes, recovers about 25 failures a day, and costs \$0.57 a month.

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.