

Thien Tran

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EDUCATION

Georgia Institute of Technology

January 2022 - December 2023 (Expected)

Master of Science in Computer Science

Atlanta, GA

- **Relevant Coursework:** Knowledge-Based AI

University of New Orleans

August 2019 - December 2021

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

New Orleans, LA

- **Leadership:** Google Developers Student Club (DSC Lead), Toastmasters (President), SGA (Senator)
- **Relevant Coursework:** Data Structures & Algorithms, Algorithm Analysis, Python for Data Science & Artificial Intelligence, Database Management Systems, Cloud Computing, Computer Networks, Operating Systems

SKILLS

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

EXPERIENCE

PayPal

May 2022 - August 2022

Incoming Software Engineer Intern

Austin, TX

- Joining Venmo's Platform Infrastructure Team for an exciting and enriching experience this upcoming summer!

USAA

May 2021 - July 2021

Software Engineer Intern (DevOps)

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 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

January 2021 - May 2021

Undergraduate Research Assistant

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*

- Developed 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 inventory items using OpenCV to isolate item names from the inventory-screen image by thresholding the text colors, and by 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 the generated item list.