Thien Tran

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🎓 Education

University of New Orleans   Aug. 2019 - Dec. 2021 (expected)
B.S. Computer Science, 3.984 GPA   *New Orleans, LA*

> **Honors:** President's List (2019-2021), Achievement in Computer Science Scholarship (2020-2021)
> **Activities:** Toastmasters (President), International Game Developers Association, Google Developer Student Club, Robotics Club, Vietnamese American Student Association
> **Completed Coursework:** Data Structures & Algorithms, Software Design I & II (Java), Machine Structure and Assembly Language, Systems Programming, Theory of Computation, Programming Language Structure
> **Current Courses:** Python for Data Science & Artificial Intelligence, Computer Design & Organization, Computer Networks and Telecommunications, Operating Systems, Undergrad Seminar, Independent Research

⚙ Skills

Languages Java, Python, HTML/CSS, JavaScript
Technologies Git/Github, Unity
Operating Systems Windows, Ubuntu (Linux)

🕐 Experience

Undergraduate Research Assistant   Jan. 2021 – Present
University of New Orleans   *New Orleans, LA*

> Create immersive XR games using Unity to discreetly detect cognitive distortions and other mental health conditions under advisement of Dr. Farjana Eishita.
> Convert existing cognitive distortion detection game from Augmented Reality (handheld phone-based) to Mixed Reality (head-mounted display) for user-experience comparisons.
> Conduct player experience testing and data validation to ensure effective results.

Admissions Tour Guide   Jan. 2020 – Dec. 2020
University of New Orleans   *New Orleans, LA*

> Led daily physical and virtual campus tours for up to 25 interested students and their families at a time.
> Communicated with prospective students about various topics regarding university through weekly Q&A sessions alongside other tour guides.
> Engaged in numerous university efforts and events to orient incoming and recruit new students.
> Collaborate with other tour guides, admissions counselors, and other Office of Admissions staff to effectively fulfill overarching objectives of the office.

⚗ Projects

Warframe Inventory Market Info | Python

> Developed a program that gives information about users' in-game Warframe inventory items including live web market value and in-game trade value, and saves important data to an Excel spreadsheet.
> Detected items automatically by using OpenCV to capture screen and isolate item names from the image by thresholding the text colors, and by using PyTesseract to recognize the remaining text.
> Saved users significant amounts of time doing manual inventory tracking, organizing, and market searching.

Sports Betting House Edge Web Scraper | Python

> Built a program that scrapes point spreads of a variety of live real-life sports games from a casino website.
> Calculated the house edge of each unique game from the point spread automatically, preventing countless amounts of time wasted doing manual calculations.
> Provided an additional factor (house edge) for consideration in sports betting models.