

# Tien Dinh

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## EDUCATION

### UNIVERSITY OF MINNESOTA BS IN COMPUTER SCIENCE

Expected 2020 | Minneapolis, MN  
College of Science and Engineering  
Dean's List  
Cum. GPA: 3.91 / 4.0  
Major GPA: 3.97 / 4.0

### SAN JACINTO COLLEGE

May 2018 | Houston, TX  
Dean's List

## LINKS

Github:// [tienpdinh](#)  
LinkedIn:// [tien-dinh](#)  
Portfolio:// [tienpdinh.com](#)

## COURSEWORK

### GRADUATE

Real-time Game Engine Design  
Animation and Planning in Games  
Intro to Machine Learning

### UNDERGRADUATE

Computer Architecture  
Operating Systems  
Artificial Intelligence  
Functional Programming  
Data Structures and Algorithms  
Formal Languages and Automata  
Applied Linear Algebra

## SKILLS

### PROGRAMMING

Java • Python • OCaml •  $\LaTeX$   
C • C++ • x86 Assembly  
Processing 3  
Familiar:  
Javascript • iOS • Android  
HTML5 • CSS • Lua • React  
OpenGL

## ACHIEVEMENTS

### UDACITY

Computer Vision Nanodegree  
Top 20% in Google Hashcode  
Qualification Round 2020

### SCHOLARSHIPS

Undergraduate Research Opportunity  
Maximillian Lando Scholarship

## EXPERIENCE

### TEACHING ASSISTANT Sep 2019 - Present | University of Minnesota

- TA for CSCI 2021 (Machine Architecture and Organization).
- Lead lab sections and grade students' work.
- Hold weekly office hours.

### KERLIN LAB Jan 2020 - Present | University of Minnesota

- Develop custom software to control FLIR Blackfly 3 Camera.
- Use the Spinnaker SDK to modify save image data to include the timestamp for each image.
- Languages/Technologies: C++, Spinnaker SDK.

## RESEARCH

### APPLIED MOTION LAB | RESEARCH ASSISTANT

Nov 2018 - Present | Minneapolis, MN

- Worked with **Dr. Stephen J. Guy** and PhD student Danhua Zhang to create a tool which classifies spontaneous and voluntary smiles from videos.
- Technologies/Languages used: Keras, Python.

### UNDERGRADUATE RESEARCH OPPORTUNITY | PARTICIPANT

Sep 2019 - Present | Minneapolis, MN

- Benchmarking different reinforcement learning algorithms and apply them to a wide variety of Atari games.

## PROJECTS

### 3D CHESS | Oct 2019

- Collaborated with **Daniel Shervheim**.
- Created 3D Chess involving piece movement animations.
- The game was created in Lua, based on **Dr. Stephen J. Guy**'s game engine in OpenGL.
- The game can be found [here](#).

### DIGITAL THERMOMETER SIMULATOR | March 2019

- Implemented a digital thermometer display to display temperature.
- Involving bit shifting, bitwise logic operations.
- The project was written in C/Assembly and debugged with `gdb`.
- The project can be found [here](#).

### AUTO IMAGE CAPTIONING | May 2018

- Using the techniques of Deep Learning such as Convolutional Neural Network and Recurrent Neural Network to create an auto image captioning model.
- CNN (encoder) and RNN with LSTM cells (decoder) were built.

### SPAM FILTERING WITH DEEP LEARNING | Nov 2019

- Used Recurrent Neural Network with Word Embedding to create a spam filter.
- My model outperform the traditional Naive Bayes approach.
- The research paper can be viewed from [here](#)