

Andy Thai

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Research Interests: Computer graphics, machine learning, geometric processing, image processing, vision

Education

University of California, Irvine

PH.D. IN COMPUTER SCIENCE, SPECIALIZATION: COMPUTER GRAPHICS

Advisor: Gopi Meenakshisundaram

Irvine, CA

Sep 2018 – Present

University of California, San Diego

B.S. IN MATHEMATICS-COMPUTER SCIENCE

B.S. IN COGNITIVE SCIENCE WITH SPECIALIZATION IN HUMAN-COMPUTER INTERACTION

La Jolla, CA

Sep 2014 – Jun 2018

Research Experience

Interactive Graphics & Visualization Laboratory, UC Irvine

PH.D. STUDENT

- Reviewing deep learning techniques in geometry processing for point cloud reconstruction research
- Manages and leads urology processing project to create aesthetic renderings of volumetric CT data and utilizes deep learning techniques for semantic segmentation of abdominal organs

Irvine, CA

Sep 2018 – Present

Chiba Neuroscience Laboratory, UC San Diego Department of Cognitive Science

RESEARCH ASSISTANT

- Integrated 3DTracker-FAB, cameras, IMUs, neural recordings with Python OpenCV for 4K, 30fps, rat behavioral classification, collection
- Developed/maintained ROS C++ modules, Python behavioral code for interactive educational robot, deployed in several classrooms
- Collated data and wrote software tools using Python's OpenCV to assist in analysis for classification of rodent facial expression data
- Managed and supervised undergraduate / high school intern research projects in pro-social rat behavior and health data collection

La Jolla, CA

Dec 2015 – Sep 2018

Work Experience

Diverse Educational Community and Doctoral Experience, UC Irvine

DECADE PLUS LEADERSHIP COACH

- Mentors and coaches first-gen, low-income, under-represented undergraduate students while managing small team of peer mentors

Irvine, CA

Feb 2019 – present

Retirement Association, UC San Diego

OFFICE & SUPPLIES MANAGER

- Assisted in user database management, event planning, social media presence, and flyer design
- Reviewed accounting, supply, banking, and financial records for 2150+ association members
- Supervised and trained interns and new hires

La Jolla, CA

Sep 2015 – Jul 2016

Chancellor's Scholars Alliance, UC San Diego

ACTING CO-PRESIDENT, CO-VICE PRESIDENT, WEBMASTER & COMMUNICATIONS CHAIR

- Oversaw event planning, peer-mentoring systems focused on outreach for 200+ underrepresented first-generation students

La Jolla, CA

Oct 2014 – Sep 2018

Other Projects

Cat Defender VR

ANDYTH.AI/DEFEND-CAT-VR

Oculus VR project that utilizes networking and collision boxes for multiplayer gameplay where two players defend a cat from monsters

Oculus Rift API, C++

May 2018 – Jun 2018

Brain-o-War

ANDYTH.AI/BRAINOWAR

Self-made C++ OpenGL rendering engine with an implemented BCI 3D tug-of-war game that uses player brain waves as control inputs

C++, OpenGL, GLSL, NeuroSky

Feb 2017 – Mar 2017

Project Titanic

ANDYTH.AI/PROJECT-TITANIC

Ship simulation with custom-made engine supporting water, particle FX, SFX, collision detection, and procedural terrain generation

C++, OpenGL, GLSL

May 2017 – Jun 2017

Skills

Programming: Python, C++, C, MATLAB, Java, HTML, CSS, Javascript, \LaTeX , Bash shell scripting

Software Tools: OpenCV, scikit-learn, Keras, Tensorflow, VTK, OpenGL, GLSL, Oculus VR, Unix/Linux

Languages: English (native speaker), Vietnamese (professional working proficiency)

Teaching

TA	Brain-Computing Interfaces
TA	Computational Linear Algebra
TA	Programming with Software Libraries
TA	Intermediate Programming in Python
Reader	Programming in C++ as a Second Language

Awards & Honors

Jun 2019	Mentoring Excellence Program
Feb 2018	UCI Dean's Award Fellowship
Jul 2017	UCSD Student Foundation Scholarship
2015	Darcy & Robert Bingham Scholarship
Sep 2014	UCSD Chancellor's Scholarship