Tien Dinh

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EDUCATION

UNIVERSITY OF MINNESOTA
BS in Computer Science
December 2020 | Minneapolis, MN
College of Science and Engineering
Dean's List
Graduated with High Distinction
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

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 • Perl • .NET/C#
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

SOFTWARE ENGINEER Feb 2021 - Present | Voximetry
- Developed front and back-end for Torch - a Software as a Medical Device for dosimetry calculation.
- Worked in Agile environment with Jira, version control with Git.
- Language/Platform: .NET, Visual Studio.

VERITAS INTERNSHIP Jun 2020 - Sep 2020 | Roseville - Minnesota

- Integrating Google's Address Sanitizer to the building and testing phase of Veritas NetBackup. My team was able to detect and fix multiple memory errors which resulted in a cleaner NetBackup build.
- Languages: Perl, GNU Make, C++.

RESEARCH

APPLIED MOTION LAB | Research Assistant
Nov 2018 – Dec 2019 | 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 – Dec 2019 | 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**