Tuan Nguyen

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EDUCATION

University of Oklahoma   Norman, OK
Accelerated B.S./M.S. of Science in Computer Science, Minor in Math; GPA: 3.74   *Anticipated Fall 2026*
Relevant Courses: Data Structures, Programming Structures/Abstractions, Intro to Operating Systems, Theory of Computation, Database Management Systems, Computer Security, Human Computer Interaction, Algorithm Analysis

TECHNICAL SKILLS

Languages: Java, Python, R, Javascript, Typescript, HTML/CSS, C++
Technologies: BeautifulSoup4, Clerk, CustomTkinter, Docker, Figma, Firebase, Flask, Git, Linux, Node.js, Next.js, NumPy, OpenAI, Pandas, RabbitMQ, ReactJS, Selenium, Springboot, Supabase, Tkinter, Vaadin

EXPERIENCE

University of Oklahoma   Norman, OK
Undergraduate Research Assistant   *Jan 2024 - Present*
- Developing a novel graph-based feature selection method that is robust and scalable to large single-cell RNA-sequencing data in **R**.
- Presented at the Intelligent Systems for Molecular Biology (ISMB) conference, organized by the International Society for Computational Biology (ISCB). Poster published at https://doi.org/10.7490/f1000research.1120067.1
- Coauthored novel method for feature selection method using principle component analysis https://doi.acm.org?doi=3765612.3767789

ONEOK   Tulsa, OK
Information Technology Intern   *May 2025 - Aug 2025*
- Spearheaded a team of 7 in developing an integration service to facilitate event logging and work order creation in an Enterprise Asset Management system using **Java, Springboot** and **RabbitMQ**.
- Built a custom abstraction layer to handle limited third-party endpoints, improving developer productivity.
- Created an analytical approach to standardize large scale equipment data.

Hacklahoma   Norman, OK
Competitor   *Feb 2024, 2025*
- Created SootScheduler (2025), a Studio Ghibli themed scheduler, to assist students in creating class schedules using LLMs to select across 10,000+ web scraped courses. Developed using **Python, Flask, Nextjs,** and **OpenAI**. https://devpost.com/software/soot-scheduler
- Designed AR-D (2024), a robot-brick phone made of Arduino components. Coded functionalities such as wheel and arm movement with **C++**. https://devpost.com/software/to-space-with-ar-d

PROJECTS

Bartbrain | https://bartbrain.vercel.app/   *Jun 2025 - Present*
- Designed and developed a real-time collaborative whiteboard application with multiplayer interaction. Built using **Next.js, Typescript, LiveBlocks, Clerk,** and **Supabase**.
- Exploring ways to utilize AI Agents to interact with the board.

ClutterFree | https://github.com/tuann72/clutter-free   *Jan 2025 - April 2025*
- Led a team of 4 to design and build a full-stack productivity tool that helps users overcome task paralysis by automating task creation, categorization, and visualization using natural language processing.
- Designed the frontend using **Next.js, Typescript** and **Tailwind CSS**, including user authentication facilitated by **Clerk**.
- Utilized **Flask** to create **RESTful** APIs with **CRUD** operations for a **SQLite** database.

Predictaball   *Jan 2025 - April 2025*
- Worked as a team of 6 to develop a full-stack web application to perform predictive analysis for college basketball games using statistical and machine learning methods.
- Designed application using **Java** and **Vaadin** and implemented Glicko-2 simulation process in **Python**.
- Followed a **Scrum** methodology, collaborating in five 3-week sprints to deliver incremental features/improvements.