

Tuan Nguyen

405-326-5015 | tuannnguyen08426@gmail.com | [linkedin.com/in/tuanpnguyen](https://www.linkedin.com/in/tuanpnguyen) | github.com/tuann72 | tuannnguy.com/

EDUCATION

University of Oklahoma

Norman, OK

Accelerated B.S./M.S. of Science in Computer Science, Minor in Math; GPA: 3.71

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, Next.js, NumPy, OpenAI, Pandas, RabbitMQ, ReactJS, Selenium, Springboot, Supabase, Tkinter, Unix, 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>

ONEOK

Tulsa, OK

Information Technology Intern

May 2025 - Aug 2025

- Led a team of 7 in developing an integration service to facilitate event logging and work order creation in an Enterprise Asset Management system using **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 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**, **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** 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.