BRYAN DINH

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EDUCATION

- **Oklahoma City University (OKCU)** — Oklahoma City, OK
  Bachelors in Computer Science — *May 2028*
  - **GPA**: 4.00

EXPERIENCE

- **OKCU Hackathon 2025** — Oklahoma City, OK
  First Place — *Nov 2025*
  - **Starfe**: Engineered full-stackweb application in 24 hours to aggregate and rate university dining data, securing 1st place out of 3 teams.
  - **Collaboration**: Worked in a small team under a 24-hour deadline, communicating ideas and resolving technical issues in real time
  - **Version Control**: Steamlined team workflows by managing version control via Git and utilizing AI-assisted prompting to accelerate development.
  - **Technology**: Built using HTML, CSS, JavaScript, SQL, and Express.js; used Git and GitHub for version control

- **OKCU Association of Computing Machinery (ACM)** — Oklahoma City, OK
  Treasurer — *Aug 2025 - Present*
  - **Communication**: Coordinated with executive officers to strategize and organize bi-weekly technical meetings and events for computer science students
  - **Result**: Orchestrated bi-weekly meetings with industry speakers, increasing student exposure to career paths in computer science through the increase of meetings.
  - **Role**: Managed communications with potential speakers and assisted in the development of plans for events based off the association's budget

- **Oklahoma City Public Schools (OKCPS) Job Alike Day Panel** — Oklahoma City, OK
  Presenter — *Feb 2025*
  - **Presentation**: Designed and delivered a technical seminar for music educators on integrating digital media into curriculum using DaVinci Resolve and Ableton Live.
  - **Software**: Demonstrated the use of DaVinci Resolve 19 and clarified the use of Ableton Live 11 Lite to enhance instructional content
  - **Result**: Mentored 5+ music teachers through hands-on troubleshooting, enabling them to independently produce digital learning assets.

PROJECTS

- **Jeopardy Web Application**: Java, Spring Boot, SQL
  - **Spring Boot**: Implemented Spring Boot MVC architecture to separate business logic from the UI, improving code maintainability and scalability.
  - **Database**: Developed a robust CRUD-based web application allowing users to persist custom game states and categories within a SQL database.
  - **Security**: Integrated secure data handling practices to manage game configurations and user-generated content efficiently.

- **Personal Website**: HTML, CSS, JavaScript
  - **Frontend**: Designed and deployed a responsive personal website to showcase projects and resume content

- **PDF Merger**: Python
  - **Utility**: Programmed a local automation utility to merge multiple PDF documents, eliminating the need for insecure third-party web tools.

PROGRAMMING SKILLS

- **Languages**: Java, HTML5, CSS, JavaScript, SQL, Python   **Tools & Technologies**: Git, GitHub, VS Code