

Matthew Tuan Nguyen

Irvine, CA | San Jose, CA

+1 (669) 282-5788 | matttn14@uci.edu | [kurulean.github.io](https://github.com/kurulean) | linkedin.com/in/mattndev

EDUCATION

University of California, Irvine

Irvine, CA

B.S. Software Engineering

Expected Grad Jun. 2027

Relevant Coursework: Data Structure Implementation and Algorithm Analysis, Discrete Mathematics, Boolean Logic & Algebra, Intermediate C++ Programming, Calculus I, Calculus II, Computational Linear Algebra

PROJECTS

Hokiefessor - Professor & Course Insights Platform

JavaScript, Python, FastAPI, Databricks, OpenAI

- Developed a **custom LLM-powered application** using Databricks, RAG pipelines, and FastAPI for real-time analysis of grade distributions and professor reviews.
- Processed **1,000+** course grade records across multiple academic terms for real-time analysis.
- Utilized web scraping to obtain and parse data from Reddit and Ratemyprofessor.
- Optimized model queries and caching strategies to improve responses with a **95% accuracy**.

MissHerAI - AI Chat Simulation App

JavaScript, Python, React, FastAPI, OpenAI

- Built an AI-powered messaging simulator with **real-time dynamic UI**.
- Achieved an average user engagement time of **15 minutes** per session.
- Implemented a feedback mechanism that increased user retention by **25%**
- Designed and integrated backend endpoints for **data processing, response generation, and API integration**.

TrainAI - AI Fitness Assistant

JavaScript, Python, React, FastAPI, OpenAI, Vercel, Render

- Developed a **full-stack web application** that generates personalized fitness plans from user input.
- Onboarded **100+ users** within the first month of launch.
- Increased user adherence to fitness plans by **50%** through personalized recommendations.
- Implemented a **FastAPI REST backend** with secure environment variable handling and error control.
- Deployed applications to **Vercel (frontend)** and **Render (backend)**, ensuring scalability and CI/CD reliability.

Typing Rain Game

Python, Pygame, Datamuse API

- Created a fast-paced typing game with **API-powered dynamic word fetching**.
- Added scoring, audio, and real-time feedback to improve user engagement.
- Reached a peak player count of **40+ users**.

EXPERIENCE

Union of Vietnamese Student Associations (UVSA) - Software Developer

Jul. 2025 - Present

- Worked in a team of **10+ developers** to build the organization's official website using **TypeScript and Next.js**.
- Developing and testing features projected to serve 1,000+ annual users across UVSA's events.
- Participated in weekly sprint meetings to track progress, conduct code reviews, and coordinate tasks.
- Contributed to a **3-month development cycle** (July-October) focused on core functionality.
- Enhanced usability and performance by optimizing page load times and ensuring responsive design across **100% of target devices**.

TECHNICAL SKILLS

Languages: Python, C++, Java, JavaScript, SQL, HTML, CSS

Frameworks: React, FastAPI, REST APIs, OpenAI

Databases & Cloud Deployment: MongoDB, PostgreSQL, Vercel, Render, Netlify, GitHub Pages

Machine Learning (Familiar): Databricks, PyTorch, TensorFlow,