Theodore Nguyen

theohieun@gmail.com | 612-562-5342 | linkedin.com/in/theodore-n | theo-hieu.github.io

Education

University of Minnesota – Twin Cities   Minneapolis, MN
Masters of Science in Computer Science   *Expected May 2027*
Bachelor of Science in Computer Science   *May 2025*

Relevant Coursework: Intro to Distributed Systems, Intro to Artificial Intelligence, Intro to Data Mining, Machine Learning for Healthcare, Operating Systems, Database Systems, Program Design & Development, Software Engineering, UI Design

Skills

Languages: Python; Java; C; C++; C#; CSS/HTML/TS/JS; SQL; OCaml
Tools: Azure DevOps; Azure IoT; Docker; Git; Jira; Linux; MySQL; VSCode; PostgreSQL; Postman; MatLab; Unity; Visual Studio

Work Experience

Daikin Applied Americas   Plymouth, MN
Software Engineering Intern (Cloud)   *May 2025 – Present*
- Developed and published **NuGet packages** for shared components, reducing new project setup time by ~15–20% and standardizing internal code reuse
- Designed and implemented RESTful APIs in C# and with SQL using an API-first approach with Swagger, improving cross-team collaboration and reducing integration issues. Utilized **Postman** for integration testing
- Built and executed automated **XUnit** test suites, increasing test coverage and ensuring reliability of core cloud services

Bracco Medical Technologies   Eden Prairie, MN
Software Engineering Intern   *May 2024 – August 2024*
- Designed and developed a client-facing UI using **Angular** and **React** to display cardiovascular injector data as Key Performance Indicators, leveraging **Redash** and **PostgreSQL**. Integrated **REST API** calls using FHIR specification and generated synthetic data via a **Python** script to provide customers with real-time analytics
- Deployed both the web application and FHIR server as **Azure IoT Edge** modules, allowing containers to be deployed to downstream devices
- Modified **Azure Pipelines** file to include automated unit testing and linting of the web application which decreased deployment time by **40%** based on testing

Earl E. Bakken Medical Devices Center   Minneapolis, MN
3D Printing and Segmentation Specialist   *June 2023 – Present*
- Create and upload 3D models to VR using **Unity** to allow clinicians to view and interact with anatomical models
- Work with 50+ doctors and students to design and prototype their medical inventions and desired anatomical models
- Create 3D models of patient anatomy using CT scans in Mimics to 3D print and help visualize patients' physical condition
Research Assistant   *February 2024- October 2024*
- Developed a mixed reality guided nasogastric tube placement program using Unity and **OpenPose**, enabling clinicians to visualize tube positioning within the patient's body accurately
Undergraduate Research Assistant   *June 2023 – January 2024*
- Used Unity to develop a VR surgical trainer for a trochleoplasty surgery that incorporates 3D anatomical models and **C#** coding to apply scripts to in game objects that allows surgeons to train for a surgery without entering the operating room

Projects

Local Multimodal RAG System
- Developed a local Retrieval-Augmented Generation (RAG) system to query provided documents. Utilized unstructured for multimodal PDF parsing, Llama-Index and ChromaDB for vector indexing, and Ollama to run local models
Bloxorz AI
- Wrote a research paper on search algorithms to solve the puzzle game *Bloxorz*, analyzing the efficiency of A* search, BFS, and DFS in beating the game comparing time complexity and solution optimality

Extracurricular

Society Asian Student Engineers | Labs Co-Director   *October 2023 – Present*
- Work and mentor a team of students to design and engineer a project every year (ex. drone, mechanical heart)