

Justin Reed

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Education

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| University of Pennsylvania, MSE in Computer Science | Jan 2024 – May 2026 |
| <ul style="list-style-type: none">• GPA: 3.43• Coursework: Operating Systems, Networked Systems, Databases, Applied Machine Learning, Probability, Convex Optimization, Computer Graphics, Computer Organization and Design | |
| Haverford College, BS in Computer Science, Minor in Chinese and Economics | Sept 2020 – May 2024 |
| <ul style="list-style-type: none">• GPA: 3.73• Coursework: Data Structures and Algorithms, Concurrency, Speech Synthesis and Recognition, Data Science | |

Experience

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| Biometrics Intern (Statistical Programming), Corcept – Redwood City, CA | June 2025 – Present |
| <ul style="list-style-type: none">• Ensure consistency of clinical study data• Optimize statistical programming workflows through R scripting | |
| Incubator Grantee , Haverford Innovations Program – Haverford, PA | May 2024 – Aug 2024 |
| <ul style="list-style-type: none">• Ideated, developed, tested, and presented event and friend-finder app “BuddyUp”• Implemented real-time chat and user authentication with backend database• Awarded \$14,000 grant from Haverford and \$5,500 Grant from Pennovations | |
| Teaching Assistant , Microecon (Coding); Theory of Computation– Haverford, PA | Jan 2023 – May 2024 |
| <ul style="list-style-type: none">• Led weekly sessions to troubleshoot code, explain algorithms, and mentor students• Collaborated on course design and presented during weekly recitation | |

Projects

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| UNIX-Like Operating System Simulation (Course Project – Operating Systems) | Nov 2024 - Dec 2024 |
| <ul style="list-style-type: none">• Independently designed and implemented a FAT-style file system in C• Integrated design with team’s components, including priority scheduler and shell• Tools used: C, Git | |
| Chord Application and LS Routing Protocol (Course Project - Networked Systems) | Nov 2024 - Dec 2024 |
| <ul style="list-style-type: none">• Implemented Chord: distributed hash table with efficient key-based routing• Developed and tested LS routing protocol for dynamic shortest-path computation• Tools used: C++, Ns-3, Git | |
| Minecraft in C++ (Course Project - Computer Graphics) | Nov 2024 - Dec 2024 |
| <ul style="list-style-type: none">• Designed 3D game with efficient rendering, dynamic terrain features, interactive GUI• Tools used: C++, GLSL, Git | |
| Neural Network for Chinese Pinyin to Hanzi Translation (Course Project - ML) | Apr 2024 - May 2024 |
| <ul style="list-style-type: none">• Designed Seq-to-Seq NN that translates sentences from >1522 possible pinyin to >100k possible characters• Tools Used: Python, Pytorch | |

Skills

Software Engineering: C++, C, Java, NS-3, OpenGL, JavaScript, Node.js
Data Science: Python, R, PyTorch, Pandas, SQL, MongoDB, Neo4j
Tools: Git, Docker, AWS, Datagrip, Linux
Other: Mandarin Chinese (Proficient), Photoshop, Premiere Pro