

# Justin Tran

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## EDUCATION

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<b>Cornell University</b>	Ithaca, NY	Graduating May 2019
GPA: 3.55, Bachelor of Arts: Computer Science		

## PROJECTS

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<b>Entropy</b>	January 2017 – May 2017
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- Developed a 2D puzzle platformer game in Java, running on the LibGDX engine
- Worked as project lead and as a programmer on a six-person team, focusing on the UI/UX and graphics aspects of the game

<b>Project Samwise</b>	November 2016 – present
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- Built a web application with to help Cornell students effectively plan and manage their semesters
- Conducted user surveys and research to aid in the design of the application

<b>Unix Shell</b>	February 2017
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- Created a basic Unix shell, supporting job control and signaling
- Parsed user input to allow for a number of built-in and custom commands

<b>Malloc</b>	December 2016
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- Composed and optimized a memory allocation library, based on the C standard library of the same name
- Produced code preventing memory fragmentation and increasing utilization and robustness

<b>MIPS Processor</b>	October 2016
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- Used Logisim to build a pipelined processor which could interpret instructions in the MIPS assembly language
- Wrote a Java program to generate test vectors ensuring correctness

## EXPERIENCE

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<b>Motional.AI</b> , Software Engineering Intern	May 2017 – present
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- Worked on artificial intelligence approaches for embodied conversational agents

<b>Cornell PRL Project</b> , Undergraduate Researcher	March 2017 – May 2017
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- Integrated custom functions in GeoGebra with Java to help researchers build and edit mathematical proofs

<b>Cornell Student Assembly Tech Committee</b> , Front-End Developer	October 2016 – present
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- Coordinated with Student Assembly to create websites and applications for improving campus life

## COURSES

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Operating Systems	Computer System Organization and Programming
Computer Game Architecture	Digital Product Design
Data Structures	Introduction to Computer Science

## SKILLS

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**Languages and Technologies:** Java, Python, C#, C, HTML, CSS, JavaScript, Unix

**Applications:** Unity3D, Adobe Illustrator, Sketch