

Justin T. Tran

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EDUCATION

Cornell University	Ithaca, NY	Graduating May 2019
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GPA: 3.5, Bachelor of Arts: Computer Science

EXPERIENCE

Qualtrics , Software Engineering Intern	Seattle, WA	May 2018 – August 2018
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- Developed an in-product notification system with React and Redux
- Made additions to Qualtrics' main PHP codebase to send new notifications for consumption by the front-end client
- Used Webpack to compile the project into a single asset bundle for integration to the main product

Cornell CMSX , Developer	Ithaca, NY	October 2017 – Present
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- Redesigned the UI and UX of Cornell's Course Management System
- Refactored thousands of lines of code in a legacy system to improve the efficiency of the application

Motional.AI , Software Engineering Intern	New Brunswick, NJ	June 2017 – August 2017
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- Worked on artificial intelligence approaches for embodied conversational agents
- Used C# to develop a signal processing and conflict resolution unit to interpret users' emotions and speech
- Wrote a classifier using Hidden Markov Models to identify transitions in a user's behavior over the course of a conversation

Cornell Design & Tech Initiative , Developer	Ithaca, NY	October 2016 – Present
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- Built a web application to help Cornell students plan their semesters

PROJECTS

Course Sweeper • CourseSweeper.herokuapp.com	December 2017 – January 2018
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- Developed and deployed a web application with Flask to notify students when their courses have open seats by polling Cornell's class roster
- Interfaced with a MySQL database to save and verify course and user information

DropBin	March 2017
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- Coded an append-only, single-server minimalistic file backup system in Python
- Designed a backup server to accept connections from clients and synchronize file contents

Entropy	January 2017 – May 2017
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- Developed a 2D puzzle platformer game in Java running on the LibGDX engine
- Utilized the MVC pattern to optimize and structure the entire project

Malloc	December 2016
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- Composed and optimized a memory allocation library, based on the C standard library
- Produced code preventing memory fragmentation and increasing utilization and robustness

COURSES

Artificial Intelligence and Practicum	Natural Language Processing
Analysis of Algorithms	Computer Game Architecture
Data Structures and Functional Programming	Operating Systems
Computer System Organization and Programming	Data Structures

SKILLS

Languages and Technologies: C, C#, Java, Python, OCaml, HTML, CSS, JavaScript, PHP, SQL, Unix