Justin T. Tran

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EDUCATION

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

EXPERIENCE

Qualtrics, Software Engineer   Seattle, WA   July 2019 – Present
- Work on front end development on the Digital Experience team

Qualtrics, Software Engineering Intern   Seattle, WA   May 2018 – August 2018
- 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

Motional.AI, Software Engineering Intern   New Brunswick, NJ   June 2017 – August 2017
- 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 – May 2019
- Built a web application to help Cornell students plan their semesters

PROJECTS

Web Statistics Kiosk   January 2019 – May 2019
- Worked with the Cornell Legal Information Institute to create a public-facing display based on information about their website provided by Google Analytics
- Deployed the system on a secure Raspberry Pi, allowing it to run perpetually and automatically update

Course Sweeper • CourseSweeper.herokuapp.com   December 2017 – January 2018
- 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

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

COURSES

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

SKILLS

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