Justin Tran

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EDUCATION

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

PROJECTS

Entropy January 2017 – May 2017

- 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

Project Samwise November 2016 – present

- Built a web application to help Cornell students effectively plan and manage their semesters
- Conducted user surveys and research to aid in the design of the application

Unix Shell February 2017

- Created a basic Unix shell, supporting job control and signaling
- Parsed user input to interpret and execute a number of built-in and custom commands

Malloc December 2016

- 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

MIPS Processor October 2016

- 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

Motional.AI, Software Engineering Intern June 2017 – August 2017

- Worked on artificial intelligence approaches for embodied conversational agents

Cornell PRL Project, Undergraduate Researcher March 2017 – May 2017

- Integrated custom functions in GeoGebra with Java to help researchers build and edit mathematical proofs

Cornell Student Assembly Tech Committee, Front-End Developer October 2016 – present

- Coordinated with Student Assembly to create websites and applications for improving campus life

COURSES

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

SKILLS

Languages and Technologies: Java, Python, C#, C, HTML, CSS, JavaScript, Unix
Applications: Unity3D, Adobe Illustrator, Sketch