

# Justin T. Tran

53 Vliet Drive, Hillsborough NJ 08844  
jtt65@cornell.edu • 908.227.6609 • justinttran.me

## EDUCATION

---

<b>Cornell University</b>	Ithaca, NY	Graduating May 2019
---------------------------	------------	---------------------

GPA: 3.5, Bachelor of Arts: Computer Science

## EXPERIENCE

---

<b>Qualtrics</b> , 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

<b>Motional.AI</b> , 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

<b>Cornell Design &amp; Tech Initiative</b> , Developer	Ithaca, NY	October 2016 – Present
---	------------	------------------------

- Built a web application to help Cornell students plan their semesters

## PROJECTS

---

<b>Web Statistics Kiosk</b>	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

<b>Course Sweeper</b> • 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

<b>DropBin</b>	March 2017
----------------	------------

- 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

<b>Entropy</b>	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