Justin Tran

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EDUCATION

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

EXPERIENCE

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 PRL Project, Undergraduate Researcher Ithaca, NY March 2017 – May 2017

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

Cornell Design & Tech Initiative, Front-End Dev Ithaca, NY October 2016 – Present

- Coordinated with Student Assembly to create websites and applications for improving campus life
- Built a web application with HTML, CSS, and JavaScript to help Cornell students plan their semesters

PROJECTS

DropBin 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 between machines

Unix Shell February 2017

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

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
- Worked as project lead and as a programmer on a six-person team, focusing on the UI/UX and graphics aspects of the game

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

COURSES

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

SKILLS

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