

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
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- 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
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- Built a web application with 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
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- Created a basic Unix shell, supporting job control and signaling
- Parsed user input to allow for a number of built-in and custom commands

Malloc	December 2016
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- 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
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- 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	May 2017 – present
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- Worked on artificial intelligence approaches for embodied conversational agents using Unity3D and C#

Cornell PRL Project , Undergraduate Researcher	March 2017 – May 2017
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- 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
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- Coordinated with Student Assembly to create websites and applications for improving campus life

COURSES

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

SKILLS

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

Applications: Unity3D, Adobe Illustrator, Sketch