Justin T. Tran

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EDUCATION

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

EXPERIENCE

Cornell CMSX, Developer Ithaca, NY October 2017 – Present

- Redesigned the UI and UX of Cornell's Course Management System, an application used by teachers and students to release and submit assignments across more than 40 courses
- Refactored thousands of lines of Java code in a legacy system to improve the efficiency of the website when creating and displaying new web pages

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 – Present

- Built the front-end of a web application to help Cornell students plan their semesters

PROJECTS

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
- Interfaced with a MySQL database to save and verify course and user information

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

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

Malloc December 2016

- Composed and optimized a memory allocation library, based on the C standard library
- Produced code preventing memory fragmentation and increasing utilization and robustness

COURSES

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

SKILLS

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