Justin Tran

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EDUCATION

Cornell University   Ithaca, NY   Graduating May 2019
GPA: 3.37, Bachelor of Arts: Computer Science

Rutgers University Honors College   New Brunswick, NJ   September 2015 – May 2016
GPA: 3.88, Dean's List

PROJECTS

Secret Operatives   September 2016
- Developed a 2D game in Python 2.7 with the PyGame library
- Designed and rendered all art assets and menu components with Sketch and Adobe Illustrator
- Coded main gameplay and object classes; implemented graphics

Justinttran.github.io   October 2016
- Built a personal website hosted on Github, utilizing HTML and CSS
- Incorporated certain selections of graphic design and fine arts portfolio

DOM Tree   April 2016
- Constructed a Document Object Model Tree in Java based on a given HTML file
- Implemented options to remove, add or swap tags with object-oriented programming

Malloc   December 2016
- Composed a dynamic memory allocation library in C, emulating malloc, realloc, calloc and free functions
- Optimized code based on speed and utilization, in order to increase performance

EXPERIENCE

Cornell Student Assembly Tech Committee, *Designer and Front-End Developer*   October 2016 – present
- Created a web application using HTML, CSS, and JavaScript to help Cornell students plan their semester
- Coordinated with Student Assembly to create websites and applications for improving campus life
- Worked with CIT to update existing websites in the Cornell domain

ORGANIZATIONS

Women in Computing at Cornell, *Mentor*   February 2017 – present
- Advised a group of first-year Computer Science students
- Promoted diversity among prospective and current Computer Science majors

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: Adobe Illustrator, Sketch, Unity3D