

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

ORGANIZATIONS

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

Rutgers University Club Tennis, Administrator and Tournament Director January 2016 – January 2017

- Created and directed the first intercollegiate Rutgers Club Tennis Invitational
- Completed administrative work for the club; designed and maintained of the club website

COURSES

Operating Systems (Spring 2017)	Computer System Organization and Programming (Fall 2016)
Computer Game Architecture (Spring 2017)	Digital Product Design (Fall 2016)
Data Structures (Spring 2016)	Introduction to Computer Science (Fall 2015)

SKILLS

Programming Languages: Java, Python, C#, C
Applications: Adobe Illustrator, Sketch, Unity3D
Web Development: HTML, CSS, JavaScript