

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

Entropy	January 2017 – May 2017
<ul style="list-style-type: none">Developed a 2D puzzle platformer game in Java, running on the LibGDX engineWorked as project lead and as a programmer, focusing on the UI/UX and graphics aspects of the game	
Project Samwise	November 2016 – present
<ul style="list-style-type: none">Built a web application to help Cornell students effectively plan and manage their semestersConducted user surveys and research to aid in the design of the application	
Unix Shell	February 2017
<ul style="list-style-type: none">Created a basic Unix shell, supporting job control and signalingParsed user input to allow for a number of built-in and custom commands	
Malloc	December 2016
<ul style="list-style-type: none">Composed and optimized a memory allocation library, based on the C standard libraryProduced code preventing memory fragmentation and increasing utilization and robustness	
MIPS Processor	October 2016
<ul style="list-style-type: none">Used Logisim to build a fully pipelined processor capable of interpreting instructions in the MIPS assembly languageWrote a Java program to generate test vectors ensuring correctness	

EXPERIENCE

Cornell PRL Project , Undergraduate Researcher	March 2017 – present
<ul style="list-style-type: none">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
<ul style="list-style-type: none">Coordinated with Student Assembly to create websites and applications for improving campus life	
Women in Computing at Cornell , Mentor	February 2017 – present
<ul style="list-style-type: none">Advised a group of first-year computing students and promoted diversity among prospective 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