**Justin T. Tran**

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EDUCATION

**Cornell University** Ithaca, NY Graduating May 2019

GPA: 3.5, Bachelor of Arts: Computer Science

EXPERIENCE

**Qualtrics**, Software Engineering Intern Seattle, WA May 2018 – August 2018

* Developed an in-product notification system with React and Redux
* Made additions to Qualtrics’ main PHP codebase to send new notifications for consumption by the front-end client
* Used Webpack to compile the project into a single asset bundle for integration to the main product

**Cornell CMSX**, Developer Ithaca, NY October 2017 – Present

* Redesigned the UI and UX of Cornell’s Course Management System
* Refactored thousands of lines of code in a legacy system to improve the efficiency of the application

**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 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 by polling Cornell’s class roster
* 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

**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 Natural Language Processing

Analysis of Algorithms Computer Game Architecture

Data Structures and Functional Programming Operating Systems

Computer System Organization and ProgrammingData Structures

SKILLS

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