**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 SystemsComputer System Organization and Programming

Computer Game ArchitectureDigital Product Design

Data Structures Introduction to Computer Science

SKILLS

**Languages and Technologies:** Java, Python, C#, C, Unix

**Applications:** Adobe Illustrator, Sketch, Unity3D

**Web Development:** HTML, CSS, JavaScript, Bootstrap, Flask