**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

**Project Samwise** April 2017

* Built a web application to help Cornell students effectively plan and manage their semesters
* Conducted user surveys and research to aid in the design of the application

**Unix Shell** February 2017

* Created a basic Unix shell, supporting job control and signaling
* Parsed user input to allow for a number of built-in and custom commands

**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

**Secret Operatives** October 2016

* Developed a 2D game in Python with the PyGame library
* Coded main gameplay, object, and graphics functions

**MIPS Processor** October 2016

* Used Logisim to build a fully pipelined processor capable of interpreting instructions in the MIPS assembly language
* Wrote a Java program to generate test vectors ensuring correctness

EXPERIENCE

**Cornell PRL Project**, Undergraduate Researcher March 2017 – present

* Integrated custom functions in GeoGebra with Java to help researchers build and edit mathematical proofs

**Cornell Student Assembly Tech Committee**, Front-End DeveloperOctober 2016 – present

* Coordinated with Student Assembly to create websites and applications for improving campus life

**Women in Computing at** Cornell, MentorFebruary 2017 – present

* Advised a group of first-year computing students and promoted diversity among prospective 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, HTML, CSS, JavaScript, Unix

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