**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

* Developed a 2D puzzle platformer game in Java, running on the LibGDX engine
* Worked as project lead and as a programmer, focusing on the UI/UX and graphics aspects of the game

**Project Samwise** November 2016 – present

* 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

**MIPS Processor** October 2016

* Used Logisim to build a pipelined processor which could interpret instructions in the MIPS assembly language
* Wrote a Java program to generate test vectors ensuring correctness

EXPERIENCE

**Motional.AI**, Software Engineering Intern May 2017 – present

* Worked on artificial intelligence approaches for embodied conversational agents using Unity3D and C#

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

* 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

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