**Justin T. Tran**

53 Vliet Drive, Hillsborough NJ 08844

jtt65@cornell.edu • 908.227.6609 • justinttran.me

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

**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

**Web Statistics Kiosk** January 2019 – May 2019

* Worked with the Cornell Legal Information Institute to create a public-facing display based on information about their website provided by Google Analytics
* Deployed the system on a secure Raspberry Pi, allowing it to run perpetually and automatically update

**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

COURSES

Artificial Intelligence; Analysis of Algorithms; Natural Language Processing; Functional Programming; Computer Game Architecture; Operating Systems; Computer System Organization and Programming; Data Structures

SKILLS

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