**Justin T. Tran**

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EDUCATION

**Cornell University** Ithaca, NY Graduating December 2018

GPA: 3.55, Bachelor of Arts: Computer Science

EXPERIENCE

**Cornell Course Management System**, Developer Ithaca, NY October 2017 – Present

* Redesigned the UI/UX of t
* Aided in the refactoring of a legacy system to eliminate thousands of lines of code and improve

**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

**PRL Project**, Undergraduate Researcher Ithaca, NY March 2017 – May 2017

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

**Cornell Design & Tech Initiative**, Developer Ithaca, NY October 2016 – Present

* Built a web application to help Cornell students plan their semesters
* Worked with a MySQL database to save and load users’ projects onto their personal profile

PROJECTS

**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 between machines

**Unix Shell** February 2017

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

**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
* Worked as project lead and as a programmer on a six-person team

**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

Analysis of Algorithms Natural Language Processing

Data Structures and Functional Programming Computer Game Architecture

Operating SystemsData Structures

Computer System Organization and ProgrammingDigital Product Design

SKILLS

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

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