Justin Kuang

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EDUCATION

CORNELL UNIVERSITY
College of Engineering

BS in Computer Science
Expected May 2020 | Ithaca, NY
Specialization in Game Theory
Cum. GPA: 3.64 / 4.0
Major GPA: 3.79 / 4.0

DULANEY HIGH SCHOOL
Grad. June 2016 | Lutherville, MD

COURSEWORK

UNDERGRADUATE
Functional Programming
Digital Logic and Computer Org.
Unix Tools and Scripting

Linear Algebra
Differential Equations
Multivariable Calculus

Game Theory
Intermediate Microeconomics
Networks

LINKS

github.com/**cornellian**
linkedin.com/in/**kuangjustin**

SKILLS

PROGRAMMING
Java • JavaScript • Bash
Python • HTML/CSS

TOOLS AND FRAMEWORKS
Node.js • React.js
Bootstrap • Heroku

INTERNSHIP EXPERIENCE

CAPITAL ONE | Software Engineering Summit Participant
August 2017 (one week program) | Arlington, Virginia

- One of 40 freshman and sophomore undergraduate students chosen to attend.

SABRE | Software Engineering Intern
Summer 2017 | Southlake, Texas

- Assigned to the UI team with Commercial Analytics, where I spearheaded the implementation of UI/UX changes from mockups and wireframes.
- Developed new React.js components to support implementation of features.
- Refactored the React.js codebase to adhere to HTML/CSS best practices.
- Created new visualizations to display back-end data using Tableau and D3.js.

OTHER EXPERIENCE

BIGRED//HACKS | Sponsorship Director
August 2016-Present | Ithaca, New York

- Currently leading a team of 3 to organize sponsorship and financial operations of Cornell's annual student-run hackathon.
- Handling outreach (to third party sponsors) to raise a $60,000 budget.
- Coordinated food, transportation and swag for the 500 students in attendance.

CORNELL STRATEGIC CONSULTING | Business Analyst
January 2017- Present | Ithaca, New York

- Working in a 5 person subteam assigned to a different firm each semester.
- Performed industry, competition, and marketing research to support the team's weekly submission of report-based deliverables to the client firm.

PROJECTS

BATTLESHIP AI | HTML/CSS/Javascript
justinkuang.com/battleshipAI | Summer 2017

- Applied Bayesian Search Theory and knowledge of Multivariable Calculus to create an algorithm for the classic game of Battleship.
- Designed and implemented a ship-seeking algorithm that is 100% more efficient (in # of moves) than random firing, 23% better than naive searching.
- Created a static website to showcase a playable version of the implemented algorithm (see link above).

YELP RECOMMENDATION CHATBOT | HTML/CSS/JS + node.js
justinkuang.com/yelp-chatbot | Spring 2017

MULTIVARIABLE PREDICTION MODELING | Java/gson/xchart
https://github.com/CDS-LeagueOfData/League-of-Data | Fall 2016

- Worked with a team to replicate a grading system used by the game League of Legends by creating a multivariable input (kills, assists, deaths, etc) linear regression model that is tested by k-fold cross-validation using data scraped from the game's public API.
- Utilized feature engineering to create and improve parameters for our model.
- Created graphical visualizations using the xchart library to confirm linear regression between variables.