Justin Kuang

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EDUCATION

CORNELL UNIVERSITY
College of Engineering

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

DULANEY HIGH SCHOOL
Grad. June 2016 | Lutherville, MD

COURSEWORK

UNDERGRADUATE
Functional Programming
Data Structures and OOP
Discrete Structures
Digital Logic and Computer Org.
Unix Tools and Scripting

Linear Algebra
Differential Equations
Multivariable Calculus

Game Theory and Strategic Thinking
Intermediate Microeconomics
Networks

LINKS

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

SKILLS

PROGRAMMING
Java • JavaScript • Bash
Python • HTML/CSS •OCaml

TOOLS AND FRAMEWORKS
Node.js • React.js • Bootstrap •
Heroku • Git (Github/Bitbucket)
OpenCV •numpy/pandas/matplotlib

EXPERIENCE

CORNELL CUP ROBOTICS | Distributed Systems Engineer
August 2017-Present | Ithaca, New York

- Developing core infrastructure code to build our R2D2 platform.

SABRE CORPORATION | 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 codebase to adhere to internal and external best practices, including rigorous documentation and reduction of unused resources.

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 $70,000 budget.
- Coordinating food, transportation and swag for the 500 students in attendance.

JACS SOLUTIONS | Project Management Intern
Summer 2016 | Columbia, Maryland

- Worked with an engineering team at an early-stage startup to oversee the development of custom Android devices.
- Researched, designed and executed solutions for cellular network issues.
- Gathered and analyzed experimental field data.
- Created technical manuals for clients.

PROJECTS

BATTLESHIP AI | HTML/CSS/Javascript
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 53% more efficient (in # moves) than random firing, 23% better than naive searching.

YELP RECOMMENDATION CHATBOT | HTML/CSS/JS + node.js
Spring 2017

- Full stack application that implements Yelp functionality in a chatbot interface.
- Implemented Node.js backend to wrap the non-CORS-enabled Yelp API.

MULTIVARIABLE PREDICTION MODELING | Java/gson/xchart
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.