

Justin Kuang

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EDUCATION

CORNELL UNIVERSITY

BS COMPUTER SCIENCE

Specialization: Game Theory

Expected grad. 2020 | Ithaca, NY

GPA: 3.42

DULANEY HIGH SCHOOL

Grad. 2016 | Baltimore, MD area

COURSEWORK

UNDERGRADUATE

Functional Programming

Game Theory and Strategic Thinking

Military Innovation in World Politics

LINKS

github.com/kuang

[linkedin.com/in/kuangjustin](https://www.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

INTERESTS

SUBARU MOTORS

BADMINTON

CHESS

SOFTWARE ENGINEERING

UBER | INCOMING SOFTWARE ENGINEERING CO-OP

Fall 2018 | San Francisco, California

FACEBOOK | INCOMING SOFTWARE ENGINEERING INTERN

Summer 2018 | Menlo Park, California

CORNELL CUP ROBOTICS | DISTRIBUTED SYSTEMS ENGINEER

August 2017-Present | Ithaca, New York

- Developing core infrastructure code to build our R2D2 robotics platform.
- Integrated ultrasound sensors into the movement subsystem.

SABRE CORPORATION | SOFTWARE ENGINEERING INTERN

Summer 2017 | Southlake, Texas

- Spearheaded the implementation of UI/UX changes for Commercial Analytics from mockups and wireframes.
- Developed new React.js components and refactored the existing codebase.

BUSINESS

BIGRED//HACKS | 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.
- Coordinated food, transportation and swag for the 500 students in attendance.

CORNELL STRATEGIC CONSULTING | 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 | JAVASCRIPT

- Applied Bayesian Search Theory to the game of Battleship.
- Designed and implemented a ship-seeking algorithm that is 53% more efficient (in # moves) than random firing, 23% better than naive.
- Play it online! justinkuang.com/battleshipAI

LEAGUE OF LEGENDS PREDICTION MODELING | JAVA

- 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 improve parameters for our model.
- Created graphical visualizations using the xchart library.