

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

Major GPA: 3.79

Cum. GPA: 3.64

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

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

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 codebase to adhere to internal and external best practices, including rigorous documentation and reduction of unused resources.
- Created new visualizations to display back-end data using Tableau and D3.js.

JACS SOLUTIONS | PROJECT MANAGEMENT INTERN

Summer 2016 | Columbia, Maryland

- Worked with an engineering team at an early-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.

BCPS | AP COMPUTER SCIENCE TEACHING ASSISTANT

August 2015- May 2016 | Lutherville, Maryland

- Assisted high school students of all grade levels in learning intro CS concepts.
- Taught classes in the absence of the primary instructor.

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 100% more efficient (in # of moves) than random firing, 23% better than naive searching.

YELP RECOMMENDATION CHATBOT | HTML/CSS/JS + NODE.JS

Spring 2017

- Full stack application that wraps basic Yelp functionality in a chatbot interface.
- Successful submission for 2017 Capital One Software Engineering Summit.

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.
- Created graphical visualizations using the xchart library to confirm linear regression between variables.