

Justin Kuang

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EDUCATION

CORNELL UNIVERSITY

College of Engineering

BS IN COMPUTER SCIENCE

Expected 2019 | 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](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

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.