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
Strategic Thinking
Market Design
Military Innovation in World Politics

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

INTERESTS

SUBARU MOTORS
BADMINTON
CHESS

SOFTWARE ENGINEERING

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.
- Developed new React.js components and refactored the existing codebase.

BUSINESS

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

- Currently leading a team of 15 to organize operations of Cornell's annual student-run hackathon.
- Previously led a team of 3 to raise a $70,000 budget (from corporate sponsors) as Sponsorship Director.

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.