Justin Kuang

https://justinkuang.com
zk65@cornell.edu

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.

DULANEY HIGH SCHOOL | AP Computer Science TA
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.