

Justin Kuang

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EDUCATION

CORNELL UNIVERSITY

B.S. COMPUTER SCIENCE

Specialization: Game Theory

Grad. May 2020 | Ithaca, New York

GPA: 3.42

DULANEY HIGH SCHOOL

Grad. 2016 | Baltimore, Maryland

COURSEWORK

UNDERGRADUATE

Analysis of Algorithms

Functional Programming

Data-Driven Web Applications

Strategic Thinking

INTERESTS

SUBARU MOTORS

BADMINTON

CHESS

SOFTWARE ENGINEERING

YELP | INCOMING SOFTWARE ENGINEERING INTERN

Fall 2018 | San Francisco, California

FACEBOOK | INCOMING SOFTWARE ENGINEERING INTERN

Summer 2018 | Menlo Park, California

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

- Leading a team of 15 to organize Cornell's student-run hackathon.
- Previously led a team of 3 to raise a \$70,000 budget 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 Riot Games public API.
- Utilized feature engineering to improve parameters for our model.
- Created graphical visualizations using the xchart library.