Kevin Ma

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EDUCATION

B.S. in Computer Science
Purdue University, West Lafayette Indiana, 2021 – 2025
Coursework:

- Algorithms, Calculus III, Computer Systems, Computer Architecture, Data Structures, Databases and Information Systems, Discrete Math, Linear Algebra, Statistics

SKILLS

- Arduino, Bash, C, C++, CSS, HTML, Java, JavaScript, Mongodb, Neo4j, Python, SQL

WORK EXPERIENCE

Chipotle June 2021 - August 2021

- Implemented inventory optimization strategies, resulting in enhanced stock control, and streamlined servicing.
- Organized and maintained sanitation efforts, ensuring a hazard free and pleasant environment while prioritizing customer experiences.

PROJECTS

Air Quality Sensor

- Led the end-to-end software development and system integration for a cutting-edge air quality sensor, ensuring cost-effectiveness and robust performance.
- Leveraged **C++** and **Arduino** to implement a wide range of features, such as failsafe reboots, real-time data collection, and data analysis algorithms, contributing to accurate and actionable air quality monitoring.

Online Discussion Forum

- Led a team in developing an advanced **Java**-based online forum.
- Implemented custom Purdue-Themed GUI and networking functions, enhancing user communication.
- Designed and deployed a secure client-server architecture with robust security measures, ensuring reliability and seamless user experience.

Portfolio Website

- Designed and developed a dynamic personal portfolio website using **HTML**, **CSS**, and **JavaScript**
- Implemented responsive web design techniques and optimized the website for performance, accessibility, and cross-browser compatibility, resulting in an engaging user experience and increased online visibility.

Linux Shell

- Developed a Linux shell using Lex & Yacc, **C**, and **C++**, incorporating features like pipes, subshells, and wildcards.
- Implemented robust command parsing and execution mechanisms, ensuring efficient and reliable command line interaction.

Spaceship Arcade Game

- Developed a **Python** game using the Pygame library, featuring 1980's pixel art and sound effects, providing an immersive gaming experience reminiscent of old-school arcade games.
- Implemented player controls, enemy AI, and collision detection mechanics, enhancing gameplay dynamics and user engagement.