Haolu Ma

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Summary

I have been coding for over 15 years and am currently pursuing a Master of Information Technology at the University of Auckland. I have practical industry experience in cloud computing, full-stack development, Robotic Process Automation, and AI application development. My tech stack includes AWS (AWS Certified Solutions Architect – Professional), frontend frameworks (React, Vue), backend frameworks (Django, Spring Boot, Gin), databases (MySQL), and AI frameworks (PyTorch, TensorFlow). On the AI side, I specialize in Computer Vision and LLM Agents.

Experience

Full Stack and AI Engineer at Merchant Marco Hotel, China

2024 Sept – Precent

Key responsibilities

- Design a platform for managing IoT devices in rooms.

- Integrate AI into the IoT control platform.

Achievements

- Utilized React, Django, and MySQL to implement the platform

- Customed LLM that contains multiple functions via function call and can chat with people fluently and emotionally.

Full Stack Engineer at K Square Tech, New Zealand

2024 Feb – 2024 Jul

Achievements

- **Development**

    - Developed a program to import products from vendors, featuring a Python-based web GUI.

    - Implemented a version control and DevOps pipeline for testing and deployment using Gitea and TeamCity.

    - Established an Agile board for project management using YouTrack.

    - Integrated Google Analytics into the WordPress site.

- **Optimization**

    - Addressed slow response issues by optimizing the database.

    - Redesigned webstore pages for enhanced user experience.

Projects	**REXNET Network Architecture Design**	**2023**

• Designed the network architecture on demand with listed resources.
• Configured ASA, routers, and switches to provide a DMZ server and an IPsec tunnel connecting two offices.
• Achieved a balance between security and scalability.

Go Game Stone Position Recognition   **2022**

• Managed to develop all programs independently.
• Successfully developed functional programs to recognize the colour and position of stones on the Go game board in photos.
• Utilized OpenCV and TensorFlow for noise reduction and recognition features.

Object trajectory tracking system   **2021**

• Appointed as team leader of this project.
• Used TensorFlow to detect objects while designing algorithm to track target objects frame by frame.
• Served as the main researcher in the project with it being the major research accomplishment of the laboratory in the year 2021.

Education

Master of Information Technology from The University of Auckland
2025 Mar – 2026 Jun

Bachelor of Applied Information Technology from Waikato institute of technology
Graduated 2024

Key skills

Networking: AWS, Cisco, Azure

Language & Software: Python, Golang, Java, JavaScript/HTML/CSS, SQL

Frameworks: Django, Flask, Gin, React, Vue, TensorFlow, PyTorch, OpenCV

Agile Development & Scrum

Award & Certification

AWS Certified Solutions Architect - Professional

ChuanZhi Cup National College Students' Competition
Third Prize