

Frank Wang Ma

Graduate Software Engineer

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Skills

Frontend

- React, TypeScript
- HTML, CSS
- Java

General

- Source Control (Git and GitHub)
- Object Oriented Design

Backend

- C#
- JavaScript
- ASP.NET
- Entity Framework
- SQL

Work Experience

Software Engineering Intern

November 2020 – February 2021

Fisher & Paykel Healthcare

Technologies Used: Apache Velocity, C#

- Database design – designing a new database to manage different hazards and risk controls for a medical device more efficiently.
- Development of a C# tool to work with a Rest API. This involved utilizing WPF for its UI, retrieving data from an excel spreadsheet and manipulating it into data models, and using the Rest API to insert and ingest data to and from the database.
- Creation of report exporting scripts – Using Apache Velocity to create HTML templates for different reports. This was used in conjunction with the database to generate different reports using the different types of data that is stored.

Software Engineering Intern

November 2019 – February 2020

Vulcan Steel

Technologies Used: **Front-End** - ReactJS, Material UI and Typescript

Back-End – C#, ASP.NET, Entity Framework

- Migrating legacy content displaying company information to a website. This involved working on both the front-end and back-end of the website.
- Back-end work involved designing and developing a Rest API. This included creating endpoints, retrieving information from SQL stored procedures and organising it into response objects, and producing unit and integration tests to test the functionality.
- Front-end work involved creating an appealing and efficient UI – Implementing different UI components to display information, maintaining high performance with large amounts of data, and dealing with responsive web design.
- Working in an Agile environment with daily meetings. Meetings included communicating with supervisors and fellow team members to establish the scope and requirements of the project. Worked closely with testers to fix defects in the website.

University of Auckland

Teaching Assistant for SOFTENG 251: Object Oriented Software Construction. This involved providing students help throughout the Semester, supervising tests, and marking student assignments.

Projects

PoGGames (Microsoft Student Accelerator Project)**Technologies: React, Typescript, ASP.NET, C#, DevOps**

Second phase of the Microsoft Student Accelerator (MSA) program. Requirements of this project was to create a full stack web application.

Created a web application which allowed users to search games and characters from those games. This involved creating a REST API with different end points and utilising the Giant Bomb API to retrieve game information.

Climate Run (University project)**Technologies: Unity, C#**

Working in a group of 7 to create a serious game whose objective is to teach school kids about the effects of climate change. This was done through the use of an endless runner game, in which player actions affected the environment around them. The game has been published on the Android Play Store.

ExamPrep (Personal Project)**Technologies: HTML, CSS, JavaScript**

Developed during the University of Auckland Developer's Society Hackathon with a team of 3. This is an exam collaboration website where University students can find and contribute to notes, past exams and collaborative answers to similar courses within their own universities, or other universities across the world.

Education

Bachelor of Engineering (Hons) in Software Engineering Part IV

2017-2020

University of Auckland

Software Engineering GPA: 8.0/9.0 (A/A+)

- Graduated with First Class Honours

Western Springs College

2012-2016

Completed NCEA Level 3 with an Excellence Endorsement in Physics, Chemistry, Classical Studies and Calculus

- The Grant Mackie Caring Award (2016)