Jason Ma

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EDUCATION

University of California, Davis   Davis, CA
Bachelor of Science in Computer Science   *June 2024*
Related Courses: Operating Systems, Computer Architecture, Computational Linguistics, Web Programming, Programming Tools, Theory Computation, Programming Languages, Technical Writing

EXPERIENCE

Robot Teleoperator   June 2025 – Present
Armstrong Robotics   *San Francisco, CA*
- Remotely monitored autonomous robots in real time, maintaining 99% uptime using tmux for session management and rapid troubleshooting
- Logged and tracked 15+ issue tickets per week in internal systems, documenting root causes and produced reproducible error reports for engineering teams, enabling faster issue resolution
- Created and maintained teleoperations documentation, which improved team onboarding and reduced error rates
- Developed a Python script to automate processing of Datadog CSV logs into weekly spreadsheet reports, reducing data reporting time by 60%
- Handled teleoperator scheduling using shared calendar tools, coordinating availability and balancing team and operational needs, ensuring full coverage and minimizing downtime

Intern   June 2024 – August 2024
JCYC   *San Francisco, CA*
- Led a team of five to develop a visual novel game using HTML, CSS, and JavaScript, delivering a prototype
- Optimized rendering with Pixi.js by reducing render loop complexity, cutting render time by $\sim 10\%$
- Implemented a tree-based data structure to manage branching narrative choices determining the story outcomes
- Practiced Agile SDLC methodologies, including daily stand-ups and sprint planning sessions
- Prototyped designs with Figma, and designed graphics for the team to be printed

PROJECTS

SpotMe | *React, React-Router, Spotify API, Git, Tailwind*   July 2024 – September 2024
- Built and deployed a React web app that uses the Spotify API to analyze user data and display top tracks and user's listening trends
- Integrated Spotify OAuth with token refresh logic to maintain user sessions without need of re-authentication
- Set up to be continuous deployed onto Netlify, created environment variables securing API keys and user data

HeartHaven | *Python, Flask, HTML, CSS, JavaScript, Tailwind, PyTorch, Git*   April 2024
- Developed a full-stack web-application using with Flask serving a HTML, CSS, JS as the front-end
- Utilized Flask in the back-end to route data from the form, and for it to be processed and displayed
- Trained a PyTorch model on clinical datasets to predict 10-year heart disease risk and used it to analyze user-submitted data through a web interface

ZomPunch | *Unity, C#, LibreSprite, Trello, Git*   February 2024 – April 2024
- Worked with my team to make a top down wave survival game, featuring power ups and unique enemies
- Implemented advanced enemy AI with flocking behavior to prevent clustering; created smooth movement mechanics for players and NPCs
- Designed unique enemy sprite sheets and rigged the animation controllers so animations play on input or event

Happy Feet | *Arduino, Soundwave Sensor, React, JavaScript, C, Git*   May 2023
- Programmed an Arduino with an ultrasonic sensor in C to detect foot traffic, enabling low-cost visitor analytics, winning "Best Beginner Hack" in HackDavis 2023 Hackathon
- Built a landing site for our project with React.js and utilized Charts.js to create interactive graphs by reading json file and visualizing data gathered

TECHNICAL SKILLS

Languages: Python, JavaScript, Typescript, C#, Java, C++, HTML, CSS, SQL
Frameworks: React, Node.js, Flask, Tailwind
Libraries and Tools: Git, VS Code, Eclipse, Linux CLI, GitHub Copilot, pandas, NumPy, React Router