Jonathan Ma

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EDUCATION

Northeastern University, Boston, MA

September 2018 - Present

Expected: May 2023

Khoury College of Computer Sciences

Candidate for a Bachelor of Science degree in Computer Science & Media Art

Honors: GPA: 3.41/4.0 (Dean's List)

Related Courses: Algorithms and Data Structures | Object Oriented Design | Database Design | Linear Algebra |

Discrete Structures | Programming in C++ | Fundamentals of Computer Science I, II |

2D, 3D & 4D Fundamentals | Narrative Basics | Animation Basics | Observational Drawing

Thornton Academy, Saco, ME

September 2014 - May 2018

Honors | Activities: Summa Cum Laude, Weighted GPA 4.01(Top 10%) | Varsity Tennis, Computer Club

COMPUTER KNOWLEDGE

Languages: Java | C++ | HTML | CSS | C# | SQL | Racket

Software: IntelliJ | Eclipse | Visual Studio Code | Atom | Git | Unity | MySQL | Looker | Matillion |

Clip Studio Paint | AWS Redshift | Photoshop | After Effects | Maya

EXPERIENCE

Iora Health, Boston, MA

Data Engineer

January 2020 - June 2020

- Collaborated with multiple teams (including software engineers, project managers, and doctors) to create new fields and tables for company dashboards.
- Refactored fields in Matillion that would notify doctors if their patients were at risk of hypertension.
- Extracted data from Amazon RedShift database to create a dashboard comparing patient retention with patient survey results, which was used to notify practices if they had low satisfaction scores.
- Communicated & worked efficiently with clients to import data into the company's Extract, Transfer, Load system (ETL).

The Nautilus at Ocean Park, Old Orchard Beach, ME

May 2018 - September 2018

Housekeeper

- Communicated and worked diligently with co-workers on issues such as room assignments and lobby cleanliness.
- Provided guests with a welcoming environment through conversation and fast and efficient room service.
- Delivered quick, critical and creative problem solving solutions to unexpected situations and issues.

PROJECTS

jonathanma1.com: Created a personalized website to display my skills, interests and artwork using HTML to

structure web format and CSS to stylize pages.

Pyramid Solitaire: Created a solitaire like game with different levels of difficulty that incorporated the MVC

design pattern in Java.

Block Breaker: Created a 2D Block Breaker video game using Unity alongside Visual Studios where game

logic was written in C# and collision was handled using unity's game engine.

PERSONAL INTEREST

Cooking | Illustrating | Competitive Smash Bros | Animation | Board Games | Piano