

Jonathan Ma

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16 Burney St, #1 Boston, MA 02120 | Availability: January – June 2021

EDUCATION

Northeastern University, Boston, MA

September 2018 - Present

Khoury College of Computer Sciences

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

Expected: May 2023

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

Related Courses: Algorithms and Data Structures | Object Oriented Design | Database Design |
Discrete Structures | Linear Algebra | Observational Drawing | Programming in C++
2D Fundamentals: Surface and Drawing | Narrative Basics | Movement and Time
3D Fundamentals: Structure and Drawing and 3D Tools | Animation Basics

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 | Racket | SQL | C++ | C#

Software: IntelliJ | Eclipse | Visual Studio | Unity | MySQL | Looker | Matillion | Clip Studio Paint
AWS Redshift | Photoshop | After Effects | Audacity | Maya | Git

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.
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PROJECTS

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.

Minesweeper: Programmed an interactive Minesweeper simulator using open source rendering libraries in java.

PERSONAL INTEREST

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