Zheng (Mark) Ma

Web Developer & Unity Developer. New York, NY

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Skills

Technology Development: HTML, CSS, SQL, Javascript, C#, Java, jQuery, NodeJS, ExpressJS,

ReactJS, Socket, Ruby, Unity, Android Studio, HTC Vive, Vuforia

Language: Chinese Mandarin (Native Fluency) & English (Professional Fluency, TOEFL: 102)

Education: Teaching & Instructional Design

Interests: Photography, Photo Editing (Adobe Lightroom), Video Producing (iMovie), Guitar

Development Experience (See personal website for details)

Escape the Witch's Grotto (MIT Reality Virtually Hackathon)

Unity, C#, HTC Vive

A group project of VR escape room. The player is trapped in a witch's house and he/she has ten minutes to use the objects within the room to mix magic potions. Only the correct combination of potions would open the chest that carries the key to escape the room.

Grandmaster (Selected Web Dev Project)

React.JS, Express.JS, CSS, HTML, Socket.IO

A group project and an online card battle game. Players could build their own deck of cards and challenge other players. Real-time chat box is implemented and spectators are allowed.

Geek Olympics (Selected Non-digital Game Project)

A table-top card game developed by a group of programmers. The game endogenously teaches the structure of programming in an entertaining way.

Education

Teachers College, Columbia University, New York, NY

Sep 2017 - Jun 2019

Master of Arts in Design and Development of Digital Games

General Assembly, New York, NY

Jun 2017 - Sep 2017

Certificate of Completion: Web Development Immersive

Syracuse University, Syracuse, NY

Aug 2014 - May 2016

Master of Science in Teaching and Curriculum

Beijing Language and Culture University, Beijing, China

Sept 2010 - July 2014

Bachelor of Arts in Chinese Language and Literature

Work Experience

Teachers College, Columbia University, New York, NY

Web Developer

Dec 2018 - Now

Design and develop website for Stonewall Project digital curriculum

Academic Technology Fellowship

Sep 2018 - Dec2018

- Work one-on-one with faculty to assist with technology tools.
- Create tutorials and give workshops to demonstrate how technology can be used effectively

Game Research Lab, Teachers College, Columbia University, New York, NY Sep 2017 - Dec 2018 Session Facilitator/ Research Participant

- Present weekly co-learning sessions on Unity 3D and Augmented Reality game
- Lead group project creations and discussions on educational potentials of digital games

Hudson Way Immersion School, New York, NY

Aug 2016 - Jun 2017

Grade 2-4th Mandarin Teacher