Raymond Ma

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EDUCATION

McMaster University, Hamilton ON　　　　　　　　　　　　　　Sept 2021 - Present
Software Engineering (B.Eng.)　　　　　　　　　　　　　　　　*GPA:4.00/4.00*

EXPERIENCE

McMaster University Faculty of Engineering　　　　　　　　　　Hamilton, ON
Communications Assistant　　　　　　　　　　　　　　　　*Sept 2021 - Present*
- Set strategic vision and developed McMaster Engineering's new landing website utilizing HTML and CSS.
- Executed multiple social media campaigns on LinkedIn, Instagram, Twitter, and Facebook.
- Implemented and spearheaded new marketing platforms for the team such as TikTok and Reels, procuring over 120,000 new impressions as well as organized in-person events on campus.

Roblox Corporation　　　　　　　　　　　　　　　　　San Mateo, California
3D Artist　　　　　　　　　　　　　　　　　　　　　　*May 2021 - Present*
- Pioneering digital fashion in the metaverse space. Concepting, 3D modeling, and texturing hundreds of unique virtual accessories in the Roblox market place for 45.5 million daily active players to customize their avatars with securing nearly 100,000 sales.

PROJECTS

Image Classification Application　　　　　　　　　　　　　　Toronto, ON
Project Creator　　　　　　　　　　　　　　　　　　　　　*July 2022*
- Created a Machine Learning platform that utilizes **Tensorflow** for image classification training and developed front-end with **React, HTML, Javascript, CSS, Framer Motion, and Figma.**

Blank-It　　　　　　　　　　　　　　　　　　　　　　　Toronto, ON
Project Lead　　　　　　　　　　　　　　　　　　　　　　*Jan 2022*
- Created a platform that utilized **Python, JavaScript, HTML, CSS** and uses **Google Cloud Vision API's** optical character recognition to create personalized quiz for students through personal notes in PDF files.

LEADERSHIP EXPERIENCE

DeltaHacks Hackathon　　　　　　　　　　　　　　　　　Hamilton, ON
Vice President Logistics　　　　　　　　　　　　　　　　*May 2022 - Present*
- Organized and launched one of Canada's largest Hackathons procuring over 750+ participants
- Set strategic timelines for executives and implemented logistical systems to maximum efficiency during the event

Taiwan Robotics Intitative　　　　　　　　　　　　　　　Zhongli, Taiwan
Robotics Instructor, Organizer　　　　　　　　　　　　　　　*Jul 2019*
- Instilled an interest in STEM content in elementary school students by developing an engaging, hands-on robotics-focused STEM curriculum and organizing STEM events with over 100 student attendees.
- Secured $2,500 in funding for robotics kits to be able to direct workshops to 160+ students, using LEGO EV3 robots, VEX robots, and 3D printers.

FIRST Robotics Competition　　　　　　　　　　　　　　　Toronto, ON
Head of Manufacturing Engineering　　　　　　　　　　　*Sept 2017 - Mar 2020*
- Implemented engineered design systems for a competitional robot and managed team members within the Manufacturing Department, securing a spot as a World Championship Finalist Team.
- Maintained and secured a $21,000 sponsorship portfolio by implementing marketing strategies, as well as creating and pitching the team's sponsorship outreach package to potential companies.

PROGRAMMING SKILLS

- **Languages and Libraries**: Java, Python, Javascript, HTML/CSS, SQL, Flask, React, Numpy, Pandas, Tensorflow

- **Technologies**: Figma, Google Cloud Services (AI Visioning, Storage and Databases)