

Rachel Ma

☎ +1 437-984-7679 | rachel.ma@uwaterloo.ca | [linkedin.com/in/rachel-ma](https://www.linkedin.com/in/rachel-ma)

EDUCATION

University of Waterloo

Candidate for Bachelor of Mathematics

Waterloo, ON

Sept. 2021 – Apr. 2026

SKILLS

- **Languages:** Python, C/C++, SQL, HTML/CSS, Java, Bash, LaTeX
- **Technologies:** Git, R, Matlab, Selenium, Docker, TestComplete, Jenkins, Jira
- Strong organizational and analytical skills in software testing and data analysis to effectively troubleshoot problems in a timely manner.
- Demonstrated critical and detailed thinking with think-out-of-box quality.

EXPERIENCE

Software Developer

Jan. 2023 – April. 2023

Rocscience

- Developed functional automation for five different 2D and 3D software applications using Python and integrated with Azure DevOps.
- Designed and implemented automation scripts that will facilitate the comparison of execution results and data analysis in each release cycle.
- Conducted regression tests and troubleshoot multiple automation issues, devised and documented solutions for use on a range of projects.

Quality Assurance Intern

May. 2022 – Aug. 2022

Kindred AI

- Designed and executed both internal and production experimentation with a high degree of validation for the robotic software and hardware design evolution.
- Conducted post-release/post-implementation testing to support velocity along robotic software development.
- Maintained several DevOps pipeline infrastructures with Azure to accelerate the development lifecycle.
- Implemented and maintained automated acceptance test cases to support a stable and up-to-date testing framework.

Data Analyst Intern

Jun. 2021 – Aug. 2021

China Telecom

- Extracted and organized the customer calling history data from various sources such as CRM systems in the call center and managed it in the internal system using SQL.
- Optimized the system inquiry page by implementing a searching by category feature, actively used by 500+ employees.
- Actively engaged in the quantitative analysis of forecasting modeling to predict call traffic with 90+% accuracy.

PROJECT

Biquadirs | C++

- A tetris game created from scratch using principles of OOP and design patterns such as observer and decorator.
- Applied techniques such as polymorphism, RAII and single responsibility principle in the game design.

Wordle | JavaScript, HTML/CSS, C

- Developed the web-based game Wordle using Javascript with interactive modularization logic in C.

EXTRACURRICULAR

UW Computer Science Club | Graphic Design Lead

Sep. 2022 – Jan. 2023

- Lead a team of 7 to design social media graphics, website UI/UX, and data visualization using Figma.