

Xiao Ma

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OBJECTIVE

As a Creative Technologist with three years of experience in computer software engineering, I'm seeking an internship in the field of Creative Technologist and Front-End Engineering. My work ranges from creative coding, front end, installation, to engaging interactions and augmented reality.

EDUCATION

New York University, USA	Interactive Telecommunications Program Master's Candidate	2017.09 – Present
Newcastle University, UK	Creative Arts Practice Master Degree of Arts	2016.09 – 2017.08
South China University of Technology, China	Computer Software Engineering Bachelor Degree of Engineering	2012.09 – 2016.06

WORK EXPERIENCE

Design Technologist Intern 2015.05 – 2015.09
Guangzhou Midia Information Technology Ltd, Guangzhou, China

- Developed functional prototypes for both website and mobile platforms
- Designed interaction for both the website and mobile platforms

PROJECTS

Urban Maze Exploration | Unity3D, ARKit, MapBox 2018.03 – 2018.03

- An AR project exploring the possibilities of multiple users in urban areas based on geolocation information.
- Individual project

Future Forest Experience | JavaScript, Installation 2017.10 – 2017.12

- An immersive future forest experience inspired by the Japanese rock garden
- Project Leader, in charge of designing the whole project, implementing the tree and the water animations

Sundial | Arduino, Installation 2017.10 – 2017.10

- A dynamic sculpture simulating the sundial system
- Individual project

Crime Prediction | Processing3 2017.05 – 2017.05

- A project based on weather condition to predict crime committed
- Collecting and visualizing data from the Internet

Traffic Surveillance System | Python, OpenCV 2015.12 – 2016.05

- A system based on Python and OpenCV to simulate the traffic surveillance
- In charge of designing and implementing the visual identity part of the system

- A camera installed on the door to count the number of the people passing through the door
- Using C++ and OpenCV with environment light learning to create a counter for counting the number of people passing through the door

PROFESSIONAL SKILLS

- **Programming:** C++, OpenCV, JavaScript, Python, C#, Java, ARKit, Tensorflow, Processing, P5.js
- **Design:** Adobe Creative Suite: Photoshop, Illustrator, Framer, After Effects, Premiere Pro, Adobe XD, Sketch, Invision, Principle
- **Game Development:** Unity 3D, Unreal 4, Cinema 4D
- **Other:** Photography, Documentary Film

RECOGNITIONS AND AWARDS

- **Red Burns Scholarship** | NYU ITP 2017-2018
- **Best Original Work** | Memory of Campus Activity 2014
- **Second Prize** | "TCL Communication Cup" College Students' Programming Contest 2012.12