Yuchu (Steven) Ma

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EDUCATION

University of California, Berkeley   **May. 2019**

B.A in Computer Science & Mathematics   CS Major GPA: 3.5

Relevant Courses: Data Structures, Machine Structures, Software Engineering, Intro to Database Systems, Discrete Mathematics, Numerical Analysis, Structure and Interpretation of Computer Programs

Pine Crest School (High School)   **Aug. 2012 – Jun. 2015**

Cum Laude, National Honor Society, Florida Math League, Rowing, Computer Science Club Vice President

EXPERIENCE

Perfect World Entertainment   **Beijing, China**

Software Engineer Intern   May. 2017 – Aug. 2017

- Created various plugins and APIs for Counter-Strike: Global Offensive (the best selling game on STEAM) mods in SourceMod, which was developed from C++ by VALVE
- Used SDKTools and SDKhook provided by Source SDK to implement features of plugins such as creating sprites above players, making human models invisible for zombies in zombie mods, etc.
- Wrote comments and tests for previously undocumented codes and translated technical articles into Chinese
- Modified legacy codes to fit new version of configuration files suitable for new requirements of game designers
- Changed the process of loading data from configuration files so the game could run on a regular home PC

UC Berkeley Department of EECS   **Berkeley, CA**

Lab Assistant   Aug. 2016 – May. 2017

- Analyzed and resolved technical problems by providing guidance to students on Python labs and homework
- Provided high quality and informative assistants to help students form better understandings of Python

PROJECTS

Scheme Interpreter (Python)

- An interpreter for the Scheme language implemented in Python that reads in and evaluates Scheme expression
- Optimized the scheme evaluation process by changing tail recursive to the use of Thunk class

Text Editor (Java swing)

- Supports cursor/scroll-bar navigation, keyboard input with shortcuts, file I/O, redo/undo, word wrap, open and save, font, spacing, clipboard, copy/paste, mouse selection

Ataxx Game (Java)

- Built a 2-person game played on a 7*7 board in Java from scratch.
- Implemented an AI with Minimax tree that could find a forced win within 5 moves.

ACHIEVEMENTS

Most Productive Intern

- Awarded the most productive intern in CS:GO group while working at Perfect World Entertainment

Florida High School Football Game Prediction First Place

- A competition held by FAU professor Dr. Luc Wille to predict the result of an upcoming football game
- Implemented a back propagation neural network in Matlab and my prediction was closest to the final result

American Invitational Mathematics Examination (AIME) Distinctive Honor

- Received Distinctive Honor as one of 122 people who ranked top 1.31% worldwide

SKILLS

5+ years programming experience with **Java**, **3+** years programming experience with **Python, R**

Other Languages: **C, C++, SQL, Swift, JavaScript, HTML/CSS, Ruby and SourceMod**

Tools: **IntelJ, VisualStudio, Latex, Xcode, Matlab, Apache Spark, Git, Vim, iPython Notebook** and **Rstudio**