



Yiyang Ma (Maria)

Freshman at UC Berkeley

I found imagination beyond rigid ideas in design and technology. From simple ideas to bizarre everyday problems that I seek to solve. My ideas could extend beyond what is restricted by knowledge and invent products that would improve society's well-being as a whole. In the process of developing my design skills, I learned how to lead a team, to use different apps such as Fusion 360, Google slides, Visual studio, Canva, Adobe photoshop, google spreadsheets and Adobe InDesign and More.

Contact

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Singapore

China

Education

2017-2023

UWCSEA (Highschool)

Graduated

2023-2027

University of California-Berkeley

Freshman

Expertise

- UI/UX
- Designing/Visual Design
- Computing
- Presenting/Leading
- Using Fusion 360/ all google docts/spreadsheets/workspace/slides..etc apps
- Process Flows

Language

Fluent in:

English

and

Chinese(Mandarin/Sichuan dialect)

Experience

2022-2023

Grade 12 Final project

Individual Design Project

Creativity and imagination are the fundamental components in the process of creating designs. During the last school year, I wanted to create a headpiece that could be attached to hats to alarm pedestrians when scooters come up from behind them, and that's when I realised that I needed to learn how to program an Arduino and incorporate alarms into my design, therefore, I self-taught the programming needed for my Arduino to detect scooters, spending all my spare time in learning the specific coding. Through this experience, I realised that the skills in manipulating different types of materials are far from enough for a design with incredible functions; I also learned skills to present, advocate and speak for my product through slides, docs, spreadsheets and 3D CAD modelling with Fusion 360.

2022-2023

Biomimicry Innovation Challenge with Hyundai and RISD

Project Leader, Designer/maker

For this innovation Challenge, I Designed & produced a foldable shelters as a 'Mobile Home' for the homeless, since they often do not have privcy and a sense of belonging. Therefore, I designed this foldable shelter and provided them to around 20 homeless people in Singapore. Won 3rd place in the competition.

2021-2022

Project Week

Leader of Group

I was the leader of the 5-person group during Project week, an opportunity for students to apply their creativity, activity, and service skills in real life. My group signed up to volunteer at Willing Hearts center to cook for the elderly, the disabled, low-income families, and children in Singapore; Cooking sounded fun until we found out our task was to peel away mountains of yam, potato, and other vegetables every day. But nothing could stop us. As the team leader, I'm always the first one to start and the last one to quit, using myself as an example to lead the team. Project Week not only provided me a place to make a contribution but I was also tested in my leadership. I now know being a leader doesn't just mean giving orders but also taking responsibility.

Reference

I created this website to record my experiences in high school. Including every step in my journey, improvements in academics, and interests in extracurricular activities. This also helped me really reflect on my growth and weaknesses during the years.

<https://portfolios.uwcsea.edu.sg/ma78348/wp-admin/index.php?page=msreader.php>

More Experiences

○ 2021-2023

Individual project

RIC Workshop: Redesigning Pharma-Powering Innovation through Technology and Design

I Designed jerseys inspired by space shuttle & school mascot for the school's badminton team, as the captain of the girls team, I wanted the school's badminton team to represent our school when competent, therefore, I researched optimal fabric & chose polyester, and personalised jerseys with each of the players' names. I managed to sell this Jersey to all of the badminton team including all the coaches and trainers.

○ 2021-2023

Boomerang Bags Activity

Badminton Captain and Teashirt Designing for School Badminton Team

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○ 2019 - 2022

Boomerang Bags Activity

Boomerang Bags Initiative

a community of change makers aiming to target the consumption of plastic bags by creating a sustainable up-cycled alternative made out of recycled materials collected from the UWCSEA community. By engaging the UWCSEA community, we plan to run sewing bag sessions with lower grades to help us stitch and assemble Boomerang Bags. They will be initially distributed throughout the UWCSEA East community with the vision to roll out to the local Singaporean community. No previous sewing experience is necessary. Help us be the change! Take a look at their portfolio below to find out more about their mission, to 'connect people, start conversations, divert waste and live sustainably' and read about their work. Heres is the organisation's website:

<http://boomerangbags.org/>

○ 2018 - 2022

MUN

Model United Nation

I was interested in broadening global awareness, developing skills in critical analysis and improving communication skills. Therefore, I participated in MUN conferences within the Asia region. I engaged in simulations of the United Nations conference and learned about the UN system, developing the art of compromise, conflict resolution and resolution writing, caucusing and debating from the perspective of delegates of a certain country. In this experience, I learned about the workings of world diplomacy through the lens of current events. Participated in MYMUNOFS Conference 2019 delegate of Russia, MUN@UWCSEA 2020.

○ 2022

Research article and paper in Youth Observation Contest

Ecological Environment research

As the data analysis and narrative writer of the research team, our group researched about the impact of second-hand clothes economically and environmentally, successfully presenting and advocating the issue to a wide range of people and raise awareness on sustainable consumption in the fashion industry. Our research group was able to publish our paper and earned first place in the research article competition in the Youth Observation Contest.

Additional Info

Before coming to Singapore, I never imagined creativity could be a major. However, living in Singapore has made me strive to solve problems around me. My dad would always take me out onto gadgets markets on Singapore streets, expanding my perspectives by letting me see the wonders of the outside world. I have grown to realize that as I walk in stores, I would begin envisioning how gadgets could be improved in different aspects and how their aesthetics and functionality can be balanced in a way that they can be produced in favour of the market. Seeing the creative environment of Singapore and learning design and technology in grade 7 led me to discover my talent in sketching and CAD design. I have grown to realize that I could design gadgets that could help bring functionality to the world while being unique, original, and aesthetically pleasing. After giving my designs to people in need, their satisfaction and contentment gave birth to my interest in the major, wanting to solve people's problems with my creativity and imagination and give back to the community that raised me up.