Yifan Ma

2B Software Engineering

University of Waterloo

20618912

✉ yifan.ma@uwaterloo.ca

 /YifanM   📞 (647)9707809

↗ yifanma.me   in /in/YifanM

Summary of Qualifications

loves programming

quick and open-minded learner

resourceful problem-solver

works well in a team

adaptable to new situations

thank you for considering me, but please note I am only available for a 4-month period

Work Experience

Full Stack Web Developer, Imagine Communications, Waterloo, Ontario   Jan-Apr '17
- ○ assisted in the web UI for a content management application
- ○ worked closely with other developers and QA in an Agile team
- ○ used AngularJS and LESS to add features and fix errors
- ○ prepared the app for its release by finishing almost 100 stories/bugs
- ○ added, designed, and updated unit tests

Front-end Developer, MetalTrading Inc., Remote   May-Jul '16
- ○ built a web trading platform with Angular2 and socket.io
- ○ worked in SQL to check that the back-end integrated properly
- ○ used node.js to build the web socket server
- ○ created the front-end for a functioning prototype independently
- ○ added features quickly when the requirements changed

Computer Programmer, AAFC, Harrow, Ontario   May-Aug '16
- ○ worked on a data-processing/graphing VB.NET application
- ○ updated the CANB scientific model written in Fortran
- ○ rewrote parts of the codebase to improve code quality
- ○ modified the custom testing program to be fully automated
- ○ maintained and added to the documentation

Other Projects

Personal Website (yifanma.me)   Apr '17
- ○ contains demos and a more extensive list of projects
- ○ written in Angular2; uses animate.css, Bootstrap, and Font Awesome
- ○ displays my past programming work and relevant personal information

Gomoku   Feb-Mar '17
- ○ remake of the board game using ReactJS
- ○ game board contains a layer for clicks and two layers for graphics
- ○ recursively determines if a player won or made an illegal move

Battle Pong   Mar-? '17
- ○ Android application created using Android Studio, Java, and XML
- ○ two-player game based on pong
- ○ additional aspects involve shooting/sabotaging the other player's paddle

Adoorable   Apr '17
- ○ single-player game using HTML5 Canvas, jQuery, and JavaScript
- ○ the player must reach the next level before time runs out
- ○ levels are specially designed so the player's path spells a message

Alternative Website (yifanm.github.io)   May-Sep '16
- ○ written from scratch using HTML, CSS, JS/jQuery
- ○ my first website; meant for introducing myself to web development
- ○ uses various APIs for weather, stocks, and more

Doodlejump   Oct '15
- ○ the popular mobile game recreated on a Arduino-like device
- ○ uses the device's accelerometer for tilt controls
- ○ also wrote other small programs on the device such as a calculator

Interests

Programming   Ongoing
- ○ used C and C++ in university courses
- ○ online coding problems for practice (I use Python)

Woodlands Varsity Badminton Team Player   '14-'15
RCM Celebration Series Graduate for Piano   '14

Education

Candidate for Bachelor of Software Engineering, UW   Sep '15-Jun '20
- ○ cumulative average of 84.5%

Ontario Secondary School Diploma, The Woodlands School   '15