

Brandon Ma

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Experienced software developer with a strong education background, seeking to refocus my career in tech and contribute effectively as a developer.

PROJECTS

Indie Game Developer

August 2025

Doki Jam! 2025 - *International indie game development competition*

<https://bunndan.itch.io/dokidash>

- Developed and deployed a functional game “*Doki Dash*” using GameMaker Studio’s scripting language, showcasing expertise in problem-solving, rapid prototyping, and clean code under tight deadlines.
- Handled all aspects of the project as a solo developer, including coding, artwork, sound design, and game mechanics, demonstrating versatility and strong work ethic in managing both technical and creative tasks.
- Applied software design principles (modular code architecture, state management) and tackled game logic challenges, which enhanced my understanding of user flow, optimization, and responsive design, skills directly transferable to full-stack web development.

PROFESSIONAL EXPERIENCE

High School Teacher

November 2021 - August 2024

Tokyo Board of Education - *Tokyo's school governing body*

Tokyo, Japan

- Led and designed interactive lessons focused on grammar, vocabulary, and real-world communication, while adapting materials to various proficiency levels.
- Supported student-led year-end projects using Unity, assisting with development of real-world interactive applications, such as a room viewer integrated with Google Maps Street View and tools for data collection.
- Co-led the Electronics Club, guiding students in building Arduino-based line-following robots, teaching them fundamentals of circuitry and programming logic.

Full Stack Engineer

April 2019 - November 2021

Paymentus - *SAAS billing platform provider for financial institutions*

Richmond Hill, Ontario, Canada

- Collaborated with cross-functional teams to develop and deploy innovative features for the SAAS billing platform, ensuring alignment with market trends and customer needs. Designed and deployed backend software solutions integrating with Payment Gateway APIs.
- Implemented multi-step integrations for a minimum of three physical Point-Of-Sale (POS) devices annually, ensuring seamless communication with the primary web application.
- Developed NodeJS microservices to ingest and export payment processor data, reducing processing time. Implemented logging, fallback mechanisms, and error handling to enhance system reliability.
- Contributed to project discussions and code quality assessments in design reviews, scrums, and standups. Utilized Jira and Confluence for efficient project management, meeting agile metrics for delivery.

Full Stack Developer

October 2016 - April 2019

Precima - *Data-driven marketing firm specializing in retail analytics*

Toronto, Ontario, Canada

- Led the development of a user management tool, significantly increasing operational efficiency by streamlining data handling and reducing tasks from days to hours, enhancing productivity and profitability.
- Integrated a sophisticated user support system, seamlessly synchronizing with training documents to enhance new user access and user experience.

- Led and mentored Precima's co-op initiative, guiding students through onboarding, interviews, and end-of-term reviews, while also organizing engaging social events for the team, department, and co-op groups, ensuring seamless execution and fostering team cohesion.

Research and Development Developer (Co-op)

May 2014 - August 2014

Mount Sinai Hospital - *Leading healthcare institution*

Toronto, Ontario, Canada

- Built and implemented a personal health record (PHR) application, enabling patients to maintain their own health data securely.
- Researched existing architectures and collaborated with team members to enhance functionality and streamline design, resulting in improved service efficiency.

Security Developer (Co-op)

August 2013 - December 2013

Pitney Bowes - *Shipping, mailing, and e-commerce technology company*

Shelton, Connecticut, United States

- Designed and implemented a browser extension that intercepts web request data and encrypts them using a private information retrieval protocol.
- Developed Android applications that incorporated cryptography protocols to fetch and receive data.
- Outlined proposals and wrote detailed documentations regarding building and testing projects.

Cybersecurity Developer (Co-op)

January 2013 - April 2013

N-Dimension Solutions - *Cybersecurity provider for critical infrastructure*

Richmond Hill, Ontario, Canada

- Developed and deployed an automation system for full regression testing on internal security software, ensuring robust system performance.
- Documented project aspects for system compatibility and implemented diverse test cases, utilizing packet analyzers and Selenium IDE for comprehensive testing.

PHP Web Developer (Co-op)

May 2012 - August 2012

Massive Damage Inc. - *Mobile and web game development studio*

Toronto, Ontario, Canada

- Developed an extensive administrator tool for real-time player data analysis and correction, alongside multiple optimized leaderboards and daily standings pages for user engagement in large in-game events.
- Utilized Google Maps API for interactive data visualization, customized profile pages, and optimized web pages for enhanced user interaction and engagement across various devices.

TECHNICAL SKILLS

Languages: Java, JavaScript, PHP, HTML, CSS, TypeScript, C#, AJAX

Technologies: MySQL, PostgreSQL, MongoDB, React.js, Angular, NodeJS, jQuery, Spring, Selenium, ExpressionEngine, Bootstrap, Grails framework

Tools: Git, GitHub, Mercurial, Docker, VS Code, Jira, Confluence, VirtualBox

Agile Skills: Scrum, Sprint Planning, Stand-ups, Sprint Retrospectives, Sprint Reviews, Backlog Grooming, Agile Estimation Techniques, User Stories, Agile Metrics and Reporting, (CI/CD)

EDUCATION

University of Waterloo

2010 - 2015

Bachelor of Applied Science, Mechatronics Engineering

Ontario, Canada