Chen-Che "Eric" Ma

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EDUCATION

University of Washington, Seattle, WA
Expected Graduation: June 2018
Major: **Bachelor of Science in Informatics – Human Computer Interaction**

COURSEWORK

- **Relevant Coursework:** Computer Programming 1, Computer Programming 2, Client-Side Web Development, Data Structures & Algorithms, Introduction to Differential Equations, Matrix Algebra with Applications, Advanced Multivariable Calculus, Information Systems Analysis & Design, Relational Database Management System, Input & Interaction
- **Current Coursework:** Mobile Application Design, Project Management, Research Methods

LANGUAGES & TECHNOLOGIES

Tools/Software: Adobe Premiere Pro, Git, Bash
Computer Languages (proficient): Java, HTML/CSS, Bootstrap/Materialize, JavaScript, JQuery, SQL, Hammer.js, React.js
Computer Languages (basic): Angular, Node.js, Leaflet.js
Languages: English (fluent), Mandarin Chinese (fluent), Japanese (basic)

PROJECTS

Student Webpage: September 2016 – December 2016
- Utilized HTML and CSS Styling, and React (JavaScript) to create a personal website showcasing interests, projects, and resume
- Used react-router to link lists of projects and résumé together to make the webpage more accessible

Instagrad (team project)   March 2016 – June 2016
- Prototyped a college student planning website that solves some UW registration issues, such as lack of information about classes, using JustInMind prototyping platform
- Went through the design process which includes identifying the problem space and user search, that ultimately shaped the final prototype

Identity Gun (team project)   September 2016 – December 2016
- Designed and prototyped (3D print) a gun that uses fingerprint sensor, face recognition technology and GPS to allow responsible gun owners to know where their guns are
- Went through the design process to understand gun users' opinions about gun safety, which ultimately shaped the final prototype
- Wireframed a mobile app that stores fingerprint data as well as a map that shows the location of the registered gun.
- Created and edited a video that showed what we did from the beginning to the end of the design process

NineBoard (team project)   April 2017 – June 2017
- Design an input method that uses swiping and tapping techniques to input letters and punctuations
- Uses custom designed letter configuration to make user input more efficient
- Uses HTML, CSS, JQuery, and Hammer.js to implement the layout of the keyboard and the swiping and tapping input techniques.

EXPERIENCE

Computer Science Tutor at Coding-With-Kids   Autumn 2015
- Teach fundamental computer science concepts to elementary school students
- Prepare lesson plans and demonstrations to show key concepts of computer science

Teacher at Overseas Youth English Teaching Volunteer Service Program   July 2013
- Planned lessons and taught English to 25 elementary-students in Taiwan
- Introduced Western culture to the students including holidays, food, and sports