

# James Ma

415-823-6316 | james168ma@gmail.com | San Francisco, CA  
[jamesma.vercel.app](https://jamesma.vercel.app) | [github.com/james168ma](https://github.com/james168ma) | [linkedin.com/in/james168ma](https://linkedin.com/in/james168ma)

## Languages

---

- Javascript
- HTML & CSS
- C++ & C
- C#
- Python
- Bash

## Skills

---

- Web Development with React and Node.js
- Web Scraping with Python
- Game Development with Unity
- Unix-based command line
- Git version control

## Awards

---

- Best Game at UCLA ACM Hackathon - 2/23/2020
- First Place at UCLA ACM Hack Kitchen Coding Competition - 11/24/2019

## Organizations

---

- UCLA ACM
- UCLA UPE CS Honor Society
  - Top 1/3 of UCLA CS

## Education

---

### University of California, Los Angeles

B.S. in Computer Science, expected March 2023, GPA 3.879

#### Relevant Coursework:

Data Structures and Algorithms, Operating Systems, Assembly and Parallel Optimization, Software Construction, Logic and Digital Systems.

## Projects

---

### Personal Website: (React, Node.js, Next.js)

<https://jamesma.vercel.app>

- Created a personal website to host my blog and display personal programming projects.
- Used Next.js dynamic routing in combination with static site generation to simplify the addition of new blog posts.

### Clique: (React, React Bootstrap, Firebase)

<https://github.com/dchung21/clique>

- Collaborated with a team of four to create a social media web app during a hackathon.
- Utilized Cloud Firestore NoSQL database along with React Bootstrap to fully construct both the frontend and backend of real-time chatting and conversation tracking software.

### Automatic Checkout Bot: (Python3, Selenium)

<https://github.com/james168ma/supreme-bot>

- Scripted a web scraper for expediting and automating checkout for the Supreme clothing web store.
- Accumulates information from a user-generated config file and uses Selenium to purchase desired items at the desired time.

### Meteor Metronome: (Unity, C#)

<https://github.com/Lancival/HOTHVII>

- Worked with a team of four to create a rhythm-based Asteroids shooter during a hackathon.
- Programmed asteroid spawning and asteroid movement aspects of the project using built-in Unity objects and functions.

## Experience

---

### Girls Who Code / Volunteer Computer Programming Teacher

SEP 2017 - MAR 2019, SAN FRANCISCO, CA

- Developed curriculum, gave lectures, and led students through projects to teach JavaScript to a class of 30.