

James Ma

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Languages

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

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
- First Place at UCLA ACM Hack Kitchen coding competition

Organizations

- UCLA ACM
- UCLA UPE CS Honor Society

Education

University of California, Los Angeles

B.S. in Computer Science, expected March 2023, GPA 3.9

Relevant Coursework:

C++ Programming, Data Structures and Algorithms, Assembly and Parallel Optimization, Software Construction, Discrete Mathematics, Linear Algebra.

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 using static site generation.
- Developed using React frontend, Node.js backend, and Next.js framework.

Comments Web App: (React, Bootstrap, Node.js, Next.js, AWS DynamoDB)

<https://comments-demo.vercel.app>

- Constructed a proof of concept web application that displays an article and has a functional comment section.
- Utilized AWS DynamoDB in order to store and retrieve past comments.
- Implemented a React frontend with Bootstrap and Node.js backend using the Next.js framework.

Meteor Metronome: (Unity, C#)

- Worked with a team of four to create a rhythm-based Asteroids shooter during a hackathon.
- Programmed the asteroid spawning and asteroid movement aspects of the project.
- Incorporated a biased random approach to the spawning mechanism.
- Integrated rotation and speed of the asteroids using the Unity Rigidbody2D component and Vector2 struct.

Experience

Girls Who Code / Volunteer Computer Programming Teacher

SEP 2017 - MAR 2019, SAN FRANCISCO, CA

- Taught computer programming in javascript to a class of thirty.