

James Ma

UCLA

Computer Science B.S.

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Education

University of California, Los Angeles

B.S. in Computer Science, expected March 2023

- **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>

- I used React and Node.js with the Next.js framework to make both the front and back end of the website
- The blog and project pages are made with static site generation
- I tinkered with adding comment sections using AWS DynamoDB but decided against it because I could not use Next.js dynamic route static site generation along with server side generation needed for comment retrieval from DynamoDB.

Meteor Metronome: (Unity, C#)

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

- I programmed the asteroid spawning and asteroid movement aspects of the project
- The spawning uses a biased random approach, and the movement incorporates rotation, speed, and position using the Unity Rigidbody2D component and Vector2 struct.

GooberEats: (C++)

(private repository)

- I programmed this delivery router using C++
- The routing algorithm uses a combination of the A* and nearest neighbor algorithms in order to calculate a route for deliveries to any set of latitude and longitude segments and street names.
- I also made my own hashmap implementation and used it in this program

Experience

Girls Who Code / Volunteer Computer Programming Teacher

SEP 2017 - MAR 2019, SAN FRANCISCO, CA

- I taught computer programming in javascript to a class of thirty

Programming Languages

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

Skills

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

Awards

- Best Game at UCLA ACM Hackathon
- First Place at UCLA ACM Hack Kitchen coding competition