James Ma

UCLA
Computer Science B.S.

━━━━━━━━━━━━━━━

Programming Languages

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

━━━━━━━━━━━━━━━

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

james168ma@gmail.com

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://james168ma.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 currently made with static site generation
- I am in the process of adding a comment section to my blog, which will require server-side rendering.

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