

# JASON MA

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<http://jason.ma>

## EDUCATION

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### Carnegie Mellon University

- Bachelor of Computer Science and Arts. Expected Class of 2019. GPA: 3.8
- Undergraduate Coursework: Principles of Imperative Computation, Functional Programming, Fundamentals of Programming and Computer Science, Concepts of Mathematics

## EMPLOYMENT

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### Software Engineer

Zinc.io

June 2016

- Working full stack in Javascript and Python
- Building automated API for searching goods and prices on Amazon using in-house api

### 15-112 Course Assistant

Carnegie Mellon University School of  
Computer Science

January 2016-Present

- Organized, led, and taught a 30 person recitation in fundamentals of Python and computer science.
- Held personal office hours, private tutoring, and review sessions for students.
- Evaluated homework, tests, and field work to ensure students understood course concepts.

### Software Developer Intern

Software Engineering Institute

January 2016-Present

- Worked with JavaScript and Python to implement user friendly data analysis software
- Designed research to evaluate how users interact with interface
- Reviewed use of machine learning to reduce massive data sets into readable and clean visuals

## TECHNICAL EXPERIENCE

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### Projects

#### Arduino-copter

December 2015 - Present

- Created an autonomous hovering quadcopter with low level functions such as basic movement stabilization run by an Arduino
- Implemented a Raspberry pi to incorporate higher levels of computation such as computer vision
- Project included aspects of control theory and embedded systems.

#### PyCopter

October 2015-December 2015

- Placed top 12 out of 600 students in the course for the overall project.
- Studied basic implementations of embedded systems, server client interaction, and principles of electrical engineering.
- Built and coded a quadcopter controlled by a Raspberry Pi, which then communicated with a laptop via Python Sockets for easier user interaction.
- Created a virtual simulation of the quadcopter using Panda 3D, a Python 3D game engine.

## ADDITIONAL EXPERIENCE AND AWARDS

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- **15-112 Term Project Winner:** Won top 12 overall out of 600 students in a programming course at Carnegie Mellon. Presented and demoed the project in front of students and faculty.
- **Dean's List Fall 2015:** Recognized for Academic excellence in the 2015 Fall Semester.

### Languages and Skills

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- Proficient: Python, HTML, CSS, SML, C
  - Currently learning: JavaScript
  - Prior experience: Java