

JASON MA

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EDUCATION

Carnegie Mellon University

- Bachelor of Computer Science and Arts. GPA: 3.74, expected Class of 2019
- Undergraduate Coursework: Fundamentals of Programming and Computer Science, Concepts of Mathematics (Discreet Math)

TECHNICAL EXPERIENCE

Pycopter

- Studied basic principles of embedded systems
- Built a functional quadrotor that is completely controlled by a Raspberry Pi
- Implemented stabilization algorithms to self-level itself
- Communication between MacBook and Raspberry Pi feasible through python sockets library

Photo Talk

- Interactive multiplayer game powered mainly with Java script
- Based on the combination of the popular game “telephone” and “Draw my thing”
- Used Flask to communicate between each web browser and the server
- Worked both back end implementation and front end design

Twitter Bot

- Used various Python API libraries to implement an auto reply twitter bot
- Designed and implemented service allowing clients to deploy messages to the bot and receive a cipher encrypted response
- Also works the other way, where clients send cipher encrypted messages and the bot replies the decrypted message

P5.JS

- Created various projects using the P5.JS library, a subset language of Javascript implemented for the sole purpose of providing easy-to-use tools for graphic artists
- Studied various coding algorithms, such as flocking behavior, sound visualization, and face recognition

ADDITIONAL EXPERIENCE AND AWARDS

- **Celebrate It! Art (Fall 2014):** Published artist with honors
- **Scholastic Art (Winter 2014)t:** Gold key medalist
- **High School Math Honors Society(Fall 2014):** Recognized for high excellence in mathematics

Languages and Skills

- Proficient: Java, Python, HTML
- Prior experience but rusty: Javascript, CSS