

JOHN MA

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SUMMARY OF QUALIFICATIONS

- 5+ years of programming experience
- Working knowledge of: Java, C#, HTML5 and CSS3, JavaScript, Swift, Xcode, Unity, Scheme, Linux, Bash, Python, Command-line, Git, GitHub, Git Bash, Android Studio, XML, SQL, Bootstrap, OOP
- Experience in writing Concept Plans, Project Plans, Design Proofs and Design Documents, conducting Alpha and Beta tests including documentation and paper prototyping as well as storyboarding
- Considerable team working and communication skills accumulated by working on projects with multiple contributors

PROGRAMMING COMPETITIONS

Hack Princeton

Princeton University

March 2017

Princeton, NJ

- Cooperated with 4 team members to create a chat bot for mobile Android devices that would respond compassionately to people suffering through depression
- Focused on developing the interface in which the user interacts with the chat bot
- Accumulated basic familiarity with neural networks

Canadian Computing Competition

CEMC Waterloo

March 2016

Ottawa, ON

- Completed several challenging coding questions in an allotted time of 2.25 hours while racing against numerous other participants nationally
- Manipulated data structures, designed complex algorithms and debugged extensively to make sure every function would pass all possible test cases for a given question in an efficient time

ECOO Programming Contest

Educational Computing Organization of Ontario

April 2016

Ottawa, ON

- Competed in teams of 4 to answer several challenging coding questions in an allotted time of three hours against numerous other teams regionally
- Focused on developing test cases to make sure all coded solutions were accurate
- Acquired an understanding on how to problem solve in a group setting

TechU AppJam

TechU.me

May 2016

Ottawa, ON

- Cooperated with 3 group members to create an iPhone application with concise documentation following the iterative model
- Placed first in the competition and won \$500 in prize money

GROUP PROJECTS

Math Application for iPhone 5s (Factor+)

September 2015 - May 2016

- Successfully created an app targeted towards training grade 10 students to factor quadratics, for a client working within a team of three members using Xcode and Swift
- Focused on UX, UI and coded all the algorithms for generating factoring questions
- Acquired a thorough understanding of the software development cycle, iOS development and team working skills

PERSONAL PROJECTS

2D Side-Scrolling Application for Android Devices

December 2016 - January 2017

- Created a side scrolling “runner type” Android game using Android Studio and Java
- Made a custom game loop and implemented a variety of Object Oriented concepts
- Accumulated knowledge of the android application development process

Personal Webpage - (<http://jialongma.com>)

September 2016 - Present

- Designed a personal webpage using HTML, CSS and Bootstrap for disclosing personal
- Use of Javascript animations with plans to document future side projects using SQL

Java Music Library

May 2015

- Implemented a fully functional music library, with an UI inspired by Apple, using Eclipse, Java and several IO text files to store data

Miscellaneous Projects

May 2015 - present

- Coded Python and Bash scripts for a jail-broken Siri hack organized by a 4-person team
- Currently working on an ongoing Role Playing Game project in Unity using C# for scripting

EDUCATION

Candidate for Bachelor of Computer Science (BCS)

September 2016 - April 2021

University of Waterloo

Waterloo, ON

- Relevant courses: CS135 - Designing Functional Programs, CS136 - Elementary Algorithm Design and Data Abstraction, SPCOM100 - Interpersonal Communication, SPCOM223 - Public Speaking
- Awarded President's Scholarship in Fall 2016 for entrance average of 93%

VOLUNTEERING EXPERIENCE

Holy Trinity Badminton Club Volunteer

September 2013 - June 2014

Holy Trinity High School

Ottawa, ON

- Dedicated 3 hours each week to setting up nets and effectively managing schedules to allocate equal amounts of play time for all members of the club
- Demonstrated communication skills by listening and managing the requests of club members

Library Volunteer

September 2012 - June 2013

Earl of March Secondary School Library

Ottawa, ON

- Reorganized and maintained books for one hour every Tuesday and Thursday
- Demonstrated organization skills by systematically storing books in an efficient way

ACTIVITIES & INTERESTS

Hackathon and Coding Competition Enthusiast

2014 - present

- Actively willing to seek out and attend showcases of problem solving skill and software innovation

Game Development Club

2014 - present

- Member of the Game Development Club in Fall 2016 with experience in Unity, iOS and Android application development

Classical Piano Playing

2003 - present

- 8+ years of piano study with performance experience and theory with a hobby for composition and transcribing