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   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