JOHN MA

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SUMMARY OF QUALIFICATIONS

- **Technical Skills:** Unity, Swift, Xcode, Python, Android Studio, Java, C, C++, C#, HTML5, CSS3, Bash, JavaScript, jQuery, Ruby on Rails, Docker, SQL, Bootstrap, NodeJs, TensorFlow,
- **Passionate developer** with strong interest and initiative for game development

WORK EXPERIENCE

Open Source Integrations Developer
September 2018 - December 2018
Blindside Networks Inc.
Ottawa, ON

- Integrated **over 30 new features** into Greenlight, a front end interface for a web conferencing API with **thousands of concurrent users**
- Configured new OAuth flows **across all internal applications** via loadbalancer configuration
- Added server mockups, stubs, test cases and **increased code coverage to approximately 90%**

Quality Engineering Software Developer
September 2017 - December 2017
IBM - Canada Lab
Ottawa, ON

- Monitored/maintained the continuous integration testing system for Cognos Analytics
- **Proposed and developed** an automated installation/configuration tool for the system using Java and SQL, **increasing setup efficiency by 75%** on all new VM environments
- Logged several defects against product failures and optimized test cases in NodeJs
- Reconfigured the system for parallel execution over multiple releases and deployments

PROGRAMMING PROJECTS

Factor+ - Educational Math Game for iOS
September 2015 - May 2016
[Swift, Xcode]

- Successfully created an app targeted towards training grade 10 students to factor quadratics
- Focused on UX, UI and coded all the algorithms for generating factoring questions
- Placed **1st in the TechU 2016 AppJam** and won $500 in prize money

2D Side-Scrolling Application for Android Devices
December 2016 - January 2017
[Java, Android Studio]

- Created a side scrolling "runner type" Android game using Android Studio and Java
- Programmed a custom game loop with obstacle movement using multithreading techniques
- Implemented OOP concepts with effective design patterns to increase maintainability

Unity Experiments
December 2017 - January 2018
[C#, Unity]

- A collection of projects to gain a deep understanding with the majority of core Unity components, interface, animator, prefab system, scripting and coroutines
- Successfully created a functional scene with a player prefab with fluid movement control and a boss prefab with a variety of attack patterns

EDUCATION

University of Waterloo
Waterloo, ON
Candidate for Bachelor of Computer Science (BCS)
Expected June 2021

ACTIVITIES & INTERESTS

- Member of the Game Development Club (GDC) with Unity, iOS and Android experience
- Piano and composition
- Pretty good at badminton