

JUJU MA

Email Address: j268ma@uwaterloo.ca | *Mobile:* 5199917998 | *Student ID:* 20761836

SUMMARY OF QUALIFICATIONS

- Motivated, innovative and steady individual who is devoted to game and software development
- Highly experienced in developing applications and implementing algorithms based on business requirements
- Strong proficiencies in the applications of various programming patterns, data types, structures, and logics
- Comprehensive knowledge in product development methodologies such as agile, scrum and waterfall
- Thirst to learn; a meticulous eye to detail; quick adaption to new environments, concepts, and programming tools

TECHNICAL PROFICIENCIES

- **Programming:** C/C++/C#, Python, SQL, HTML, CSS, Shell Scripting, Matlab, Spark, etc.
- **Game Engine:** Unreal 4, Unity

EDUCATION

Candidate for Bachelor of Mathematics, Minor in Computer Science Honours Computational Math , Co-operative Program	Sept 2018 – Present (Expected Apr 2023) University of Waterloo, Waterloo, ON
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WORK EXPERIENCE

Software Engineering Intern , Game Dept., Virtuos, Chengdu, China	Sep 2021 – Dec 2021
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- Adapt UI for the China market with solutions agreed upon by all stakeholders
- Collaborate with artists, data managers, and other programmers to conquer game design challenges
- Resolve incomplete contents and grasp the essence of UE4 and the existing project in an efficient fashion

Application Developer , QBuild Software, Markham, ON	Sep 2019 – Dec 2019
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- Design intuitive user interfaces for desktop and web applications with the intent of user satisfaction
- Build data pipelines that connect CAD and ERP systems using C#, Ajax and SQL
- Plan and perform test scenarios for various components of the solutions to assure quality and usability

RELEVANT PROJECTS

Errands , Unity, https://github.com/jiujiuma/errands	April 2022 – present
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- Design an isometric puzzle/strategy game that imitates an interview process and shares personal insight into life
- Implement an user-oriented UI that responds to every interactive object in-game
- Compose game objects and monologues that exude a unique sense of humour

Chess , Object-Oriented Software Development	July 2019
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- Program the game in C++ and built chess AI that applies the Minimax algorithm
- Gain a thorough understanding of class inheritance and crucial steps for designing algorithms
- Conduct quality tests and efficiency improvements by examining key functionalities and game features