Jia Ming (Jimmy) Ma

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EDUCATION

City College of New York (Grove School of Engineering) – New York, NY   3.85/4.00 GPA
Bachelor of Science in Computer Science   Expected Graduation – Fall 2021
Relevant Coursework: Data Structures, Algorithms, Software Development, Machine Learning, Database Systems, Software Engineering, and Computer Organization

SKILLS

Programming Technologies: JavaScript, React, Node.js, Express.js, MongoDB, Sequelize, PostgreSQL, Python, Java, C++, C#, Material UI, AntD, jQuery, HTML, CSS, Bootstrap
Other Technologies: GitHub, Heroku, Unity, Visual Studio Code, Jupyter Notebook, Android Studio, Slack
Spoken Languages: English, Mandarin, Cantonese, Taishanese

PROJECTS

Smallify – GitHub, Deployment   October 2021
- Administered a link shortener app called Smallify, which provided users with a permanent link to their destination URL in a matter of a few milliseconds
- Organized the app structure, repository and lead a beginner friend through the whole development
- Leveraged my experience with React and Express to complete this application in just 4 days

MTA Tracker – GitHub, Deployment   April 2021 – June 2021
- Modernized the NYC transportation system for 5+ million New Yorkers by providing a website in which people can receive information about the 472 train stations and their train arrival times
- Designed a REST API using Express.js, and managed the database using PostgreSQL in Node.js
- Accelerated front-end development by using React and Material UI

Cryptocurrency Slot Machine – GitHub, Deployment   March 2021 – April 2021
- Developed the front-end of this online slot machine where people can play using cryptocurrency (ETH)
- Advised the back-end team of 3 on the required front-end specifications to avoid future incompatibility
- Connected the Ethereum smart contract with the web client to enable payments using MetaMask

Valorant Sheet – GitHub, Deployment   November 2020
- Developed a website where people can learn about Valorant
- Utilized jQuery, HTML, CSS, and Bootstrap for mobile and desktop front-end responsiveness

Unity Platformer Game – GitHub   June 2020
- Developed a working protocol of a platformer game using the Unity Engine and C# scripting
- Implemented multi-layer backgrounds for a more realistic feel, ambient environment, hitboxes, and character abilities

RELEVANT EXPERIENCE

CUNY Tech Prep   New York, NY
Software Developer Student   June 2020 – June 2021
- Selected for a technical training program, as one of 180 students out of 400+ applicants
- Learned technologies like React, Node + Express, and PostgreSQL. As well as best practices for design, implementation and development using MVC, VC with GitHub

SUPPORTING EXPERIENCE

Business Technology Early College High School   Queen's Village, NY
IT Consultant   September 2020
- Maintain upkeep of 5 computer labs and 200+ laptops for the reopening of the school during COVID19 to ensure technology availability for incoming students