

# Jia Ming (Jimmy) Ma

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## EDUCATION

**City College of New York** – 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.

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## SKILLS

**Programming Technologies:** Python, Java, C++, C#, React, Material UI, JavaScript, JQuery, HTML, CSS, Bootstrap.  
**Other Technologies:** GitHub, Heroku, Unity, Visual Studio Code, Jupyter Notebook, Android Studio, Slack.  
**Spoken Languages:** English, Mandarin, Cantonese, Taishanese (Native)

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## PROJECTS

**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).
- Utilized React to create flexible and responsive interfaces, and to create custom components.
- Used Material UI to style everything, such as the table, the grids, and buttons.
- Utilized CSS to apply custom styling to Material UI and to create the animation for the slot machine.

**MTA Tracker (WIP)** – [GitHub](#) April 2021 - Present

- Modernized the NYC transportation system by providing a minimalistic interface in which people can receive information about various stops and their train arrival times.
- Implemented the REST API back-end, allowing the front-end to easily retrieve information regarding each stop and their trains.
- Will be using technologies like JavaScript (React), Material UI, CSS, HTML, ExpressJS, and Sequelize.

**Valorant Sheet** – [GitHub](#), [Deployment](#) November 2020

- Developed a minimalistic modern website where people can learn about the video game Valorant.
- Utilized jQuery, HTML, CSS and Bootstrap for mobile and desktop front-end responsiveness.

**Unity Platformer Game** – [GitHub](#) June 2020

- Implemented a working protocol of a platformer game using the Unity Engine and C# scripting.
- Using said technologies, I developed multi-layer backgrounds for a realistic feel, ambient environment, hitboxes, and character abilities.

**Foodies** – [GitHub](#) October 2019

- Foodies is a food delivery desktop application made with 4 other people.
- Utilized Python to create the bidding system, a simple voice recognition system for food ordering to aid those with disabilities, and the map navigation system using the Google Maps API.

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## RELEVANT EXPERIENCE

**CUNY Tech Prep** New York, NY

**Software Developer Student** June 2020 – Present

- Selected for a technical training program, as one of 180 students out of 400+ applicants.
- Learn technologies like React, Node + Express, and PostgreSQL. As well as best practices for design, implementation and development using MVC, VC with GitHub.

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## SUPPORTING EXPERIENCE

**Business Technology Early College High School** Queen's Village, NY

**IT Consultant** September 2020

- Helped set up computer labs and laptops for the reopening of the school during COVID19 to ensure technology availability for students to learn with.