Jia Ming Ma

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PROFESSIONAL SUMMARY

Computer Science junior seeking professional opportunities in software development, Android development, iOS development, blockchain, and cybersecurity.

EDUCATION

Bachelor of Science in Computer Science – City College of New York, New York, NY (3.853 GPA)
Expected Graduation – May 2021

RELEVANT COURSEWORK

Data Structures, Algorithms, Software Development, Database Systems, and Software Engineering.

PROFESSIONAL SKILLS

Advanced in Python and in Java for both software and Android development. Also proficient in C++ and C#. Able to also use JavaScript, MySQL, HTML and CSS.

PERSONAL PROJECT

Fruit Cutter Android Game – located on my GitHub   May 2018

- Game about cutting apples and not ducks, developed on Android using Java and via Photoshop.

Unity Platformer Game – located on my GitHub   June 2020

- Created a working protocol of a platformer game using the Unity Engine with C# over the summer at an attempt to making something beautiful.

HACKATHON

Google Building High School Hackathon – 111 Eighth Avenue, New York, NY   April 2016

- Team was awarded "Most Technical" in SNAP! amongst other participants.

EXPERIENCE

CUNY Tech Prep   July 2020 – Current

- Currently in the CTP program to learn more about software development and to establish connections to tech jobs post-graduation.

Chinese American Planning Council - 1 York St, New York, NY   June 2014 – August 2014

- Quickly organize file in Excel and Word as well as assisting senior co-workers in their needs.

New York Chinese School   May 2015 – September 2015

- Volunteered to be a teacher's assistant, helping the teacher and taking care of the kids.