

# 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 process
- 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