

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 – May 2021
Relevant Coursework: Data Structures, Algorithms, Software Development, Machine Learning, Database Systems, Software Engineering, and Computer Organization.

SKILLS

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

PROJECTS

- Cryptocurrency Slot Machine (WIP)** – [GitHub](#), [Deployment](#) March 2021 - Present
- Developed the front-end of this online slot machine where people can play using cryptocurrency (ETH).
 - Created custom components using React (JavaScript) and HTML.
 - Utilized React states to update information, allowing for an interactive website.
 - 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 loading animation and the slow reel animation for the slot machine.
- 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, and a simple voice recognition system for food ordering to aid those with disabilities.
 - Developed the map navigation system using the Google Maps API.
- Fruit Assassin** – [GitHub](#) May 2018
- Developed an Android game focused on precise timing using my own custom game engine.
 - Utilized Android Studio to test for bugs and to deploy the Java application onto the Google Play Store.

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.

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.