



JUSTIN MA

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EDUCATION

EXPECTED
JUN 2020

UNIVERSITY of CALIFORNIA, LOS ANGELES

BS, Computer Science GPA: 3.562

- + **Honors:** Upsilon Pi Epsilon (Computer Science Honor Society), Dean's Honor List
- + **Coursework:** Operating Systems, Algorithms & Complexity, Data Structures, Databases, Artificial Intelligence, Computer Networks, Human-Computer Interaction

SKILLS

- + **Languages:** JavaScript, HTML, CSS, SCSS, C++, C, C#, TypeScript, Python, PostgreSQL, Lisp
- + **Software & Tools:** React, Redux, Firebase, Git, Jest, Unity, WebGL, Docz, Figma

EXPERIENCE

COUPA
SOFTWARE
JUN '19 - P

FRONTEND DEVELOPER INTERN

- + Integrated web accessibility standards by building screenreader-friendly error messages
- + Built an attachment field which communicates to the server through AJAX calls
- + Introduced centralized documentation of React components for internal and external use

DEVX
OCT '18 - JUN '19

FRONTEND DEVELOPER

- + Developed BruinHub, a college course planner built with a recommendation system
- + Integrated Redux architecture to achieve a persistent state across pages
- + Implemented fluid drag and drop functionality for adding classes into the calendar

UCLA RADIO
JAN - JUN '19

SOFTWARE ENGINEERING INTERN

- + Built the panel page to allow DJ's to log in and edit their profile and show information
- + Optimized search algorithm to support filtering by author on the blog page

PROJECTS

DEVELOPER
OCT '18

VIRTUAL ROOMS / C#, Unity

- + Winning MHacks hackathon submission for best use of Wayfair's 3D model database API
- + Developed iOS and Android platform for creating VR interior room designs using Unity
- + Implemented UI and functionality for adding, repositioning, and removing furniture

FRONTEND
DEVELOPER
OCT - DEC '18

COLOR / React, JavaScript, p5.js, HTML, CSS

- + Developed a drawing application that generates music using pattern recognition
- + Implemented algorithm for generating paintbrush strokes based on mouse velocity
- + Built a history data structure for undoing and redoing individual paint strokes

FULLSTACK
DEVELOPER
AUG '19

SNACK APP / React, JavaScript, Firebase, HTML, SCSS

- + Developed and designed a web application for rating and requesting office snacks
- + Built backend for receiving user ratings and requests using Firebase
- + Integrated sorting algorithm to order snacks based on user preference

DEVELOPER
JUL '19 - P

DESKTOP SIM / React, JavaScript, HTML, SCSS

- + Developed and designed an interactive desktop simulator for my personal website
- + Adopted React functional components with hooks to promote best practices

DEVELOPER
JUN - JUL '19

DATING SIM / React, JavaScript, HTML, CSS

- + Developed and designed a 30 minute dating simulator game using React
- + Built a tree data structure that stores scene information for the player to traverse
- + Implemented a speed typing mini game which records the player's words per minute

LEAD
DEVELOPER
APR - JUN '18

SPACE EXPIRATION / C#, Unity

- + Led group of 4 in designing and implementing bluetooth multiplayer game in Unity
- + Utilized Unity's Network manager to facilitate bluetooth communication among devices