

Kelly Ma

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EDUCATION

University of California, Riverside

September 2023 - June 2027

B.S. in Computer Science

Riverside, California

Relevant Coursework: Data Structures & Algorithms, Discrete Structures, Software Architecture & Design

EXPERIENCE

Artificial Intelligence Fellow

May 2025 - Present

Break Through Tech AI at Cornell Tech

Remote

- Selected from 4,000+ applicants for yearlong AI fellowship focused on applied ML and industry collaboration.
- Built end-to-end ML workflows by cleaning data, training models, visualizing results, and evaluating performance.
- Trained supervised models such as KNN, decision trees, and logistic regression.
- Expanding skills in ensemble methods, deep learning, computer vision, and NLP while preparing for an industry-partnered AI Studio project and Kaggle competitions.

Undergraduate Research Assistant

October 2024 - December 2024

University of California, Riverside (UCR)

Riverside, California

- Analyzed research on AI-generated code detection in CS education, identifying gaps and proposing new strategies.
- Applied NLP techniques and transformer models via HuggingFace for code and text classification.
- Collaborated weekly with faculty and Ph.D. mentors to refine methodology and interpret findings.
- Awarded Computing Research Association UR2PhD REU fellowship to continue research starting Fall 2025.

Web Developer

October 2023 - March 2024

Association for Computing Machinery at UCR

Riverside, California

- Built responsive websites for Women in Computing and Highlander Space Program at UCR using React.js, Next.js, and Tailwind CSS, boosting member engagement.
- Eliminated 250 lines of redundant code by creating a map structure and reusable components for event metadata.
- Improved accessibility and navigation for 50+ users by integrating a Footer with contact info and social links.
- Collaborated with 8-9 developers in weekly Agile scrums to prioritize features and enhance mobile responsiveness.

Coding Instructor

March 2025 - April 2025

Whizara

Riverside, California

- Led week-long Scratch programming camp for 15 sixth graders, teaching foundational coding concepts.
- Facilitated creation of an Asteroid Game using event blocks, variables, and control structures to reinforce learning.
- Increased student engagement through real-time feedback, debugging assistance, and positive reinforcement.

PROJECTS

Cave Adventure RPG

github.com/kellyma626/rpg-cave-game

C++, GoogleTest, GitHub Actions, Valgrind, GDB, Gcov, Lcov

October 2024 - December 2024

- Developed core mechanics for a terminal-based game in a 5-person team, improving user engagement.
- Designed Item, Potion, and Weapon classes to manage effects and equipment functionality, optimizing gameplay.
- Built dynamic inventory system with vector-based storage for efficient item management.
- Ensured code quality via unit testing with GoogleTest, CI using GitHub Actions, and debugging/profiling tools.

BearCare (for BearHack at UCR)

devpost.com/software/bearcare

React.js, Next.js, Tailwind CSS, GitHub

April 2024

- Implemented frontend for a hackathon web app to simplify locating hospitals covered by specific insurance, improving emergency healthcare access.
- Designed insurance plan filter buttons for quick user selection; delivered project within 24 hours.

TECHNICAL SKILLS

Languages: Python, C++, JavaScript, HTML/CSS

Frameworks: React.js, Next.js, Tailwind CSS

Libraries: NumPy, Pandas, Matplotlib, Seaborn