

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, Software Design, Probability/Statistics, Linear Algebra

EXPERIENCE

Machine Learning Fellow

August 2025 - Present

Fitch Group, Inc.

Remote

- Building ML models (logistic regression, random forests, XGBoost) to predict bankruptcy risk in U.S. public companies, supporting Fitch in credit ratings and risk assessment.
- Performing feature engineering and handling class imbalance to maximize precision, recall, and AUC-ROC.
- Collaborating with teammates and Fitch stakeholders to translate findings into actionable insights.

Artificial Intelligence Fellow

May 2025 - Present

Break Through Tech AI at Cornell Tech

Remote

- Selected from 4,000+ applicants for a year-long AI fellowship applying CRISP-DM to real-world ML projects.
- Developed foundational AI/ML skills through hands-on projects with neural networks, sentiment analysis, and industry tools, earning Machine Learning Foundations certification from Cornell University.

Undergraduate Research Assistant

October 2024 - December 2024

University of California, Riverside (UCR)

Riverside, California

- Analyzed 7 papers on AI-generated code detection in CS education to identify gaps that guided research direction.
- Applied tokenization, embeddings, and transformer models via HuggingFace for code and text classification.
- Collaborated weekly with faculty and Ph.D. mentors to refine methodology and interpret findings.

Software Engineering Committee

March 2024 - June 2024

BearHack at UCR

Riverside, California

- Enhanced UCR hackathon portal UX for 130+ hackers and 20+ projects per event; scaled for future use.
- Led Git/GitHub workshop for 70+ beginners with 1:1 support; enabled 100% to collaborate via version control.

Web Developer

October 2023 - March 2024

Association for Computing Machinery at UCR

Riverside, California

- Constructed responsive websites for 2 student organizations using React.js, Next.js, and Tailwind CSS, improving access to club resources and events for 50+ members per org.
- Identified recurring production inconsistencies from hardcoded event data; developed reusable components to automate rendering, removed 250+ lines of redundant code, and initiated a broader cleanup across the codebase.
- Coordinated with 9 developers in weekly Agile scrums to prioritize features and enhance mobile responsiveness.

PROJECTS

cutieMood - Mobile Mental Health App

github.com/kellyma626/cutieMood

React Native, Expo, TypeScript, NativeWind, Supabase, Gemini API, Figma

July 2025 - August 2025

- Led project vision and technical execution, architecting features including mood tracking, journaling, and chatbot.
- Implemented Supabase flows for async mood entry creation and retrieval, managing 120+ entries seamlessly.
- Designed all 5 screens, creating a cohesive, playful mobile UI with custom mood-to-image/color mappings.

Cave Adventure Game

github.com/kellyma626/rpg-cave-game

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

October 2024 - December 2024

- Engineered abstract Item classes and a vector-based inventory with polymorphism and dynamic memory.
- Ensured code quality via 20+ unit tests with GoogleTest, CI using GitHub Actions, and debugging/profiling tools.

TECHNICAL SKILLS

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

Frameworks: React.js, Next.js, React Native, Expo, Tailwind CSS, NativeWind

Libraries: NumPy, Pandas, scikit-learn, Matplotlib, Seaborn, Keras, HuggingFace, PyTorch, Tensorflow

Tools: GitHub, GitHub Actions, GDB, Valgrind, GoogleTest, Supabase, Figma, Gemini API