

# 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 Design, Logic Design, Linear Algebra, Probability & Statistics, Computer Architecture & Assembly Language Programming

### Cornell University

May 2025 - July 2025

*Machine Learning Foundations Certificate, Break Through Tech*

*Remote*

## EXPERIENCE

### 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.
- Completed ML coursework by Cornell, applying ensemble methods and neural networks in project-based learning.
- Developing an industry ML solution for a partner company through an AI Studio Project, involving e2e data pipeline design, feature engineering, model training, evaluation, and stakeholder communication.

### 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 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.
- Continuing AI/ML research through a funded research fellowship (REU) starting Fall 2025.

### 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.
- Implemented reusable Tile components for key event links (check-in, parking), improving navigation and usability.

### 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.
- Improved navigation and accessibility by integrating a Footer component with contact info and social links.
- Coordinated with 8-9 developers in weekly Agile scrums to prioritize features and enhance mobile responsiveness.

## PROJECTS

### Cave Adventure RPG

[github.com/kellyma626/rpg-cave-game](https://github.com/kellyma626/rpg-cave-game)

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

*October 2024 - December 2024*

- Created abstract Item, Potion, and Weapon classes to support item behavior in a team-based terminal game.
- Engineered a vector-based inventory system with dynamic memory management and polymorphism.
- Ensured code quality via 20+ unit tests with GoogleTest, CI using GitHub Actions, and debugging/profiling tools.

### BearCare

[devpost.com/software/bearcare](https://devpost.com/software/bearcare)

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

*April 2024*

- Built the frontend UI for a hospital-locator app, enabling users to filter 400+ hospitals in emergency scenarios.
- Designed 12 insurance plan filter buttons for quick user selection; shipped MVP in a 24-hour team hackathon.

## TECHNICAL SKILLS

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

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

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

**Tools:** GitHub, GitHub Actions, GDB, Valgrind, GoogleTest