

# Kelly Ma

626-610-5190 | [kellyma.dev@gmail.com](mailto:kellyma.dev@gmail.com) | [kellyma626.github.io](https://kellyma626.github.io) | [linkedin.com/in/kellyma626](https://linkedin.com/in/kellyma626) | [github.com/kellyma626](https://github.com/kellyma626)

## 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 - August 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 neural networks and sentiment analysis 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 and 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 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.
- Built 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.
- 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](https://github.com/kellyma626/cutieMood)

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

*July 2025 - August 2025*

- Spearheaded the project vision and technical execution, architecting key features including mood tracking, journaling, and AI chatbot integration, while driving problem-solving, debugging, and code refactoring.
- 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](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 with dynamic memory management and polymorphism.
- 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