# Kevin Ma

kevinyma.com | kym5@cornell.edu

**EDUCATION**

**Cornell University**
BA in Information Science, concentration in Human-Computer Interaction
Minors in Architecture and Game Design
Ithaca, NY | August 2012 ~ December 2016

**EXPERIENCE**

**Software UX Design Intern | IBM**
Worked on user research, wireframing and prototyping for the new Live Advisor experience, to be integrated with all products across the IBM Cloud portfolio.
Austin, TX | November 2015 ~ Present

**User Experience Design Intern | HTC**
Created motion graphics, wireframes and interfaces for the apps Fun Fit and Emotar; both apps are currently on the Google Play Store.
Taipei, Taiwan| May 2015 ~ August 2015

**Research Assistant | Interaction Design Lab**
Used library D3.js to develop data visualizations for interactive installation Moodcloud.
Ithaca, NY | March 2015 ~ Present

**User Experience Designer | Pearl Courses**
**pearlcourses.com**
Designed branding for the platform. Wireframed and prototyped website interactions.
Ithaca, NY | February 2015 ~ Present

**Research Assistant | Performance Apparel Lab**
Prototyped and digitally fabricated physical parts for use in heat-regulating clothing.
Ithaca, NY | January 2014 ~ March 2015

**EXTRACURRICULARS**

**Director of Public Relations | Cornell Asian Pacific Islander Student Union**
Created all publicity and marketing materials for a 9 member executive board which oversees and coordinates events for 75+ campus organizations.
Ithaca, NY | January 2015 ~ Present

**Creative Director | Rice Magazine**
Led design team to produce a 40+ page magazine released semesterly. Responsible for rebranding the magazine and creating publicity materials.
Ithaca, NY | August 2013 ~ December 2014

**SKILLS**

**Design/Prototyping:** Adobe Creative Suite, Sketch, Axure
**Programming Languages:** Python, Java
**Web development:** HTML5, CSS3, Javascript (jQuery, D3.js), PHP, mySQL, Django

**COURSEWORK**

Human-Computer Interaction Design / Intermediate Web Programming  /
Analytics-driven Game Design / Advanced Topics in Computer Game Architecture /
Introduction to Computing Using Python / Discrete Structures / Linear Algebra /
Object Oriented Programming and Data Structures /