Leo Ma
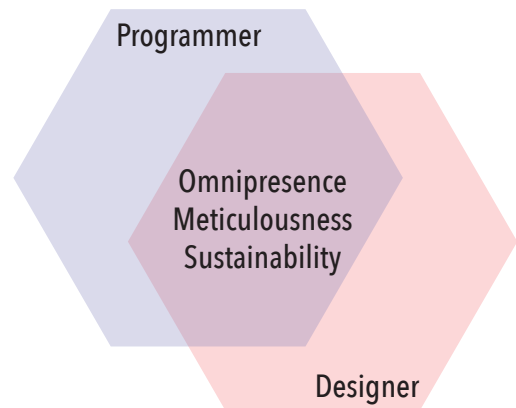## Designer and Programmer
(778) 388 - 1357
leo_ma@alumni.sfu.ca

// Define Me

Embodying three qualities of design and coding: meticulousness, omnipresence, and sustainability. Combining the meticulousness in problem solving and making conscious decisions, I strive to maintain sustainable designs and code.

Programmer

Omnipresence
Meticulousness
Sustainability

Designer

// Member Variables

Technical Skills

- Photoshop
- Illustrator
- InDesign
- Flash
- Unity 3D
- Sketch-up
- Solidworks
- Lego Digital
- Corel Draw
- Axure
- Omnigraffle
- Webstorm
- Pycharm
- Eclipse

- HTML
- CSS
- Javascript
- Jquery
- Java
- Angular
- Grunt
- Bower
- Bootstrap
- Python
- Arduino
- Processing
- Circutry
- Actionscript 3

- Git
- Postgres (PostGIS)
- SQL
- SQLalchemy
- Geoalchemy
- Virtual Environment
- Sourcetree
- Terminals
- Web Map Service
- Web Feature Service
- MongoDB
- Data Access Object
- Localization
- Create API (Restful)

Design Concepts

Prototyping
- 3D models
- Rapid Prototype
- Axure
- Paper prototype
- Participatory workshop

Exploring
- Interviewing user group
- Research
- IDEO cards
- Survey(Survey Monkey)

Evaluation
- User Testing
- Usability Testing

Approach
- Waterfall approach
- Agile approach (SCRUM)

// Work Experiences

Urthecast
Junior Software Engineer
UX & UI designer
Web Developer

Urthecast is a technology company that provides earth observation information services. In the Order Management System team, my role ranged from building databases to UX/UI design of the customer portal to front-end development for internal customer service team.

Postgres, and PostGIS
RESTful API (python)
Front-end in HTML CSS Javascript
Standardize development environment
Wireframing customer portal and internal tool
Prototyping (Omnigraffle)
Agile approach under SCRUM framework
Git (Github, GitLab, practice of GitFlow)
JIRA, XAMPP
Documentation

One Property Services
VR programmer

Real estate meets virtual reality. My primary role is to create VR environments for customers, including interfaces and teleporting mechanics. In addition, I took on IT roles such as setting up network and remote connections.

R&D/IT
Unity 3D
3D scanning
Photogrammetry
C#

Leo Ma
Designer and Programmer
(778) 388 - 1357
leo_ma@alumni.sfu.ca

// Work Experiences

SFU Teaching Assistant
IAT 265 Multimedia Programming for Art and Design
IAT 167 Digital Games: Genre, Structure,
　　　　　　Programming and Play

IAT 265 and IAT 167 are courses which heavily focus on
Object Oriented Programming (OOP). I was required to have
proficiency with Java/Processing programming language,
in-depth knowledge with computer graphics, animation,
image processing, user interactions, basic Design Patterns
and code refactoring. I worked for a total of 5 semesters (20
months) as a TA for these courses.

Hands-on live demo and debugging
Adjust pace to explain and describe concepts
Answer questions during office hours
Building in Eclipse
One-to-many communication

Everyday Design Studio (SFU Graduate Lab)
Research Assistant

I had worked with EDS for 3 terms (12 months) to design
everyday objects and solve real life design problems. With a
focus on Interaction Design, I worked on circuitry design,
mechanics, programming logic, PHP, morse object for the
Morse Project, Tilting Bowl Project, and Hook Project (see
more at http://goo.gl/YHPOYr).

Mechanic experimentation
Arduino, PHP, MAMP
AngularJS
Twitter API
Neopixel, Transducer
Laser cutting
3D printing
Sensors (Tilt, Sound, Accelerometer,
Proximity, Light)

Private Tutor
I have been giving private tutor sessions for about four
years. My clients include elementary, high school and
university students. Mathematics and Programming are the
two primary subjects that I teach. At times, I have also been
invited to teach at tutoring centres.

Mathematics (Calculus, Discrete, Algebra)
Java
Python
HMTL
CSS
Javascript
ActionScipt 3.0
Flash
Unity3D (C#)

// Inherits

Bachelor of Science in SIAT
at Simon Fraser University
Interactive Systems Concentration

The School of Interactive Arts and Technology
(SIAT) is a research based school where artists,
designers, technologists, and theorists gather
to build and evolve experience changing
technology by integrating theory with