

Leo Ma

Designer and Programmer

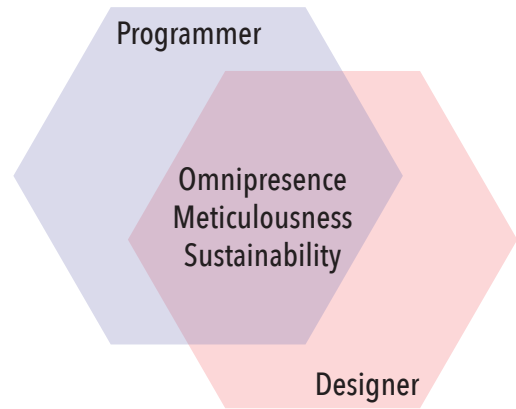
(778) 388 - 1357

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<http://leoma3.github.io/>

// 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.



// Member Variables

Technical Skills

- | | | |
|----------------|-----------------|------------------------|
| - Photoshop | - HTML | - Git |
| - Illustrator | - CSS | - Postgres (PostGIS) |
| - InDesign | - Javascript | - SQL |
| - Flash | - JQuery | - SQLAlchemy |
| - Unity 3D | - Java | - Geoalchemy |
| - Sketch-up | - Angular | - Virtual Environment |
| - Solidworks | - Grunt | - Sourcetree |
| - Lego Digital | - Bower | - Terminals |
| - Corel Draw | - Bootstrap | - Web Map Service |
| - Axure | - Python | - Web Feature Service |
| - Omnigraffle | - Arduino | - MongoDB |
| - Webstorm | - Processing | - Data Access Object |
| - Pycharm | - Circuitry | - Localization |
| - Eclipse | - Actionsript 3 | - 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

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.

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.

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

Mathematics (Calculus, Discrete, Algebra)

Java
Python
HMTL
CSS
Javascript
ActionScript 3.0
Flash
Unity3D (C#)

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// Work Experiences

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)

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#

// 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 experiences, changing technology by integrating theory with application.