Lichen Ma

☑ l67ma@edu.uwaterloo.ca • in linkedin.com/in/lichen-ma • ♀ github.com/lichenma

Education

Candidate for Bachelor of Applied Science in Computer Engineering

Sept 2016 - May 2021

University of Waterloo

Experience

Back End Engineer Intersect

Sept - Dec 2019

Ruby, Rails, RSpec, Java, Spring, Git, JIRA

Toronto, ON

 Optimized room booking workflow data structure to display crucial client data and populate internal Nexudus application for user account administration, adopted throughout the organization

Full-Stack Developer HubHead

Jan - Apr 2019

Java, Spring, AngularJS, PostgreSQL, Groovy, Git, MVEL

Markham, ON

- Developed the full-stack implementation for a duplicate workflow detection service on a cloud based multi-user application, eliminating back-end errors resulting from user input overlap
- Added client-side and server-side data validations for an Asset Management web service using MVEL and SQL, ensuring compliance with SAP masterdata standards
- Designed a SQL optimization job using Obsidian Job Scheduler, periodically removing unused database entries and reducing process list load times by 20%

Wireless LAN Engineer Extreme Networks

Apr - Aug 2018

JavaScript, Postman, Newman, Bash, SwaggerlO

Markham, ON

- Automated REST API regression testing by creating Postman workflows to generate requests and JavaScript Assertions to perform validations, shortening the verification process by 60%
- Managed the verification process for all user profile API endpoints, eliminating back-end vulnerabilities resulting from improper server-side validations

Software Engineer Toronto Water

Sept - Dec 2017

Python, NumPy, pandas, Microsoft SQL Server

Toronto, ON

- Automated the generation of Asset data analytics using Python for data preprocessing and analysis, shortening the asset report generation process by 80%
- Developed and maintained a database of company assets using Microsoft SQL Server, streamlining the data retrieval process and saving the server team 10 hours / week

Projects

Javalon - Spring Web Service Board Game

Java, Spring, AngularJS, H2, Websockets

- o Developed a real-time web service interpretation of the card-based board game "The Resistance: Avalon"
- Designed the full-stack application implementation featuring user authentication, game-rooms, chat-rooms and real-time game synchronization across devices driven by Websockets

Interests

YMCA Youth Basketball Coach

Oct 2013 - June 2016

Skills

Technologies / Spring, NodeJS, Express, AngularJS, React, Android Studio, Git **Languages** / Java, JavaScript (ES6), C, C++, Python, SQL, Kotlin, HTML5, CSS3