



# Maya He

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SCAN to see  
MAYA's  
Portfolio

## SUMMARY

“ As a recent Computer Science graduate with a strong academic foundation, I bring a versatile skill set and embrace multidimension background. I am passionate about technology development, particularly eager to apply my skills in full-stack web development, data analysis, and software testing. I look forward to joining a dynamic team where I can continue to learn, grow, and contribute to innovative, technology-driven solutions that drive business success. ”

## SKILLS

- **Programming:** Python, JavaScript, HTML, CSS, Java, C
- **Architectures:** MVC, RESTful API
- **Frontend Frameworks & Libraries:** React.js, Next.js, Bootstrap, Tailwind CSS
- **Backend Frameworks & Libraries:** Node.js, Express.js
- **Database Management System:** MySQL, Oracle
- **Database Analysis Tools:** Dask, Numpy
- **Software Testing:** Junit, Bruno

## PROJECTS

- **Scaffolding Quote Generator Web App (Ongoing project, ABC Scaffolding Limited - NZ)**
  - Developing a web-based scaffolding quote generator for ABC Scaffolding Limited, where users can input parameters to calculate pricing.
  - Implementing a user-friendly form interface to capture inputs and dynamically calculate quotes.
  - PDF generation functionality to create a detailed quote report for users.
  - Using HTML, CSS, JavaScript, and Node.js for full-stack web development.
- **Game Review Web – React + TypeScript Web App for Game Management (Solo Project)**
  - Developed a feature-rich web application with user registration, authentication, and personalized dashboards.
  - Implemented game creation, reviewing, wishlisting, and ownership tracking using React and TypeScript.
  - Used React Router for client-side navigation and Context API for managing auth state.
  - Styled the application with Tailwind CSS and structured project for scalability.
  - Built and tested locally using npm, with modular components and reusable types.
- **Tower Game – Java GUI Game using MVC & Gradle (2-person project, SENG201 – UC)**
  - Developed a desktop strategy game in Java using JavaFX and MVC architecture.
  - Managed dependencies and builds using Gradle, and packaged app as a runnable JAR file.
  - Implemented game logic, GUI interaction, and unit tests with JUnit.
  - Used Git for collaboration and IntelliJ IDEA as the primary development environment.

## EDUCATION

Degree	Institute/Board	Graduate Year
Bachelor of Science in Computer Science	University of Canterbury in NZ	2025
Master of Tourism Management	Lincoln University in NZ	2020
Bachelor of Public Health in Event Management	Indiana University Bloomington in USA	2015

## ADDITIONAL EXPERIENCE

- **Construction Administrator / Quote Coordinator – ABC Scaffolding Limited in Christchurch** **Part-Time**
  - Communicated with clients and internal teams to prepare accurate scaffolding and safety nets quotes.
  - Manage end-to-end invoicing and statement using Xero, ensuring timely and error-free billing.
  - Developed strong attention to detail through interpreting construction plans and requirements

**Reference**

**Name:** Lisa Mao

**Position:** Office Manager

**Company:** ABC Scaffolding Limited

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