





Skills

Programming:

Python, C, SML, R, Go, JavaScript, HTML, CSS, React, Nools, Git, LaTeX

Natural Language:

Mandarin, English

Research:

SPSS, ELAN, Gorilla, Google Analytics

Design Tools:

Adobe (AE/PS/AU), Audacity, Figma Cognitive Tutor Authoring Tools

Relevant Coursework

Personalized Online Learning
Design Educational Game
Educational Goal, Assessment &
Instruction
Intro to Machine Learning
Human Learning & Optimize
Neural Correlates of Learning &
Memory
Child Development Principles

Awards & Fellowships

 Senior Honors (\$6500)
 2021

 Travel Award (\$250)
 2021

 SURF (\$3500)
 2020

SURG (\$500) 2020

Ireland Fund (\$1750) 2019
MLK Writing 1st Place 2019

Personal Interests

Museum Visiting, Roller Coaster Riding, Musical Theatre, Archery

CHRISTINA MA

Education

Carnegie Mellon University, Pittsburgh, PA

May 2022

B.S. in Cognitive Science | B.S. in Computer Science | Minor in Design for Learning | QPA: 3.91/4.0

Research Experience

Honor Thesis Project, CS Game Design Support Research

Mar. 2021-present

- · Conduct a quasi-experiment case study to investigate how the forms and presentation of learning science principles influence designer-teacher collaboration in CS educational game designs
- · Submitted a work-in-progress as the first-author at at 2021 CHI-Play Conference

Independent Study, VR Education Research

Jan. 2021-present

- · Conducted a case study on integrating VR technologies into an interdisciplinary first-year seminar
- · Analyzed data of student learning and perception of VR with descriptive coding method
- · Published a work-in-progress as the first-author and presented at 2021 iLRN Conference

Research Assistant, Cognitive Linguistics Lab

Sept. 2020-Dec. 2020

- · Selected a stimulus set and designed a counterbalanced experiment with PMI & log-likelihood scores to explore different semantic relations' influence on language production
- · Implemented a picture-naming typing online experiment using jspsych, psiTurk, and MTurk

Research Assistant, Cognitive Development Lab

Feb. 2019-Aug. 2020

- · Helped investigate word relations' influence on children's semantic acquisition; calculated and analyzed language statistics(GloVe, LSA, PMI) from corpus (Childes, Wiki, Common Crawl, TASA)
- · Assisted lab tasks, coded PPVT scores, collected data from SpAM tasks with 3- to 5-year-olds

Independent Study, Carnegie Museum of Art Website Research Sept. 2019-May 2020

- · Designed a case study to improve the information design of art museums' websites for educators
- · Designed rubrics, conducted a comparative analysis, a survey, and card sorting user interviews

Teaching & Service Experience

Teaching Assistant, School of Computer Science

Feb. 2021-present

- · Co-led recitations, developed teaching materials, facilitated communication, hosted office hours, and graded homework for undergrad CS classes of 300+ students for 10-20 hrs/week
- · Assisted teaching in a pre-college CS program for underrepresented communities

President, VP of Communications, Project Advisor, Project Ignite Nov. 2018-present

- · Innovated virtual programming and coordinated 7 teams of 70 students and advisors
- · Recruited 50% more students, increased diversity, and expanded network with 5 schools
- · Collaborated to lead 5 high schoolers work on a machine learning topic for 10 workshops

Additional Experience

Author, Operator, Individual Official WeChat Account

Jan. 2018-present

- · Operate WeChat Account generating 3,000+ followers and an average of 1,000+ views per article
- · Wrote 80+ articles and made 20+ vlogs, shared by influential platforms with 20,000+ views

Product Design Intern, Marketing Volunteer, Expii, Inc.

Oct. 2018-July 2019

- · Assisted user experience research for online math course and communicated with multiple teams
- · Developed promotional materials and marketing plans for online talks attended by 500+ guests
- · Wrote about mathematic competitions and received average view of 1,000+ on each article