





Skills

Programming:

Python, C, SML, R, Git, JavaScript, HTML, CSS, React, Jekyll, LaTeX

Natural Language:

Mandarin (native), English (fluent)

Research:

SPSS, ELAN, Gorilla, Google Analytics

Design Tool:

Adobe (AE/PS/AU), Audacity, Figma

Relevant Coursework

Personalized Online Learning F21
Design Educational Game S21
Educational Goal, Assessment F20
& Instruction
Intro to Machine Learning F20
Human Learning & Optimize S20
Neural Correlates of Learning S21
& Memory

Child Development Principles S19

Grants & Fellowships

DC Honor(\$6500)2021Travel Award(\$250)2021SURF(\$3500)2020SURG(\$500)2020Ireland Fund(\$1750)2019

Personal Interests

Traveling, Museum Visiting, Roller Coaster Riding, Musical Theatre

CHRISTINA MA

Education

Carnegie Mellon University, Pittsburgh, PA

Sept. 2018-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
- \cdot 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 (S21, F21)
- · Assisted teaching in a pre-college CS program for underrepresented communities (Summer 21)

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

- · Innovated virtual programming and coordinated 7 teams of 70 students and advisors (S21)
- · Recruited 50% more students, increased diversity, and expanded network with 5 schools (S20)
- · Collaborated to lead 5 high schoolers work on a machine learning topic for 10 workshops (S19)

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