

Norman Mach

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To view my projects
please visit ntmach.github.io

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Education

California State Polytechnic University, Pomona

Graduating May 2020

B.S. Computer Information Systems, Applications Development

Projects/Awards

2nd Place in Information Technology Competition - Application Development

February 2019 – March 2019

Team Leader/Server-Side Developer/Co-Product Manager

- Delegated tasks to a team of 5 to build a web-based pseudo medical forum deployed on Amazon Web Services.
- Worked closely with the database designer to create functions for users to interact with the database.
- Implement a feature that shows the accuracy of threads through color code based by using PHP.
- Demonstrated all features of the website to a panel of judges by having a live demo presentation.

Cyber Security & Awareness Fair 2018

September 2018 – October 2018

Client-Side Developer

- Deployed a website application that displays information of a Facebook user (mock accounts) by using Facebook's JavaScript SDK to call Facebook's Graph API, and HTML/CSS to design the website.
- Volunteered as a club representative to educate attendees about how user information is vulnerable when they give access permissions to social media and apps.
- Demoed the project by instructing attendees on how to use the website application.

3rd Place in Information Technology Competition – Data Analytics

March 2018 - April 2018

Marketing Analyst/Consultant

- Consulted with team of 6 to devise business strategies to increase a mock company's sales revenue.
- Worked closely with the team data miner to transform the company's raw data into processed data.
- Analyzed processed data to find patterns that the company may take advantage of.
- Presented devised strategies to the board members of the company.

2D Endless Run Game for Mobile

July 2018 - August 2018

Game Developer/Designer

- Built an 2D endless run game by using Unity Game Engine and C#.
- Recruited 10 beta testers to discover major bugs and functionality errors to help improve the game.
- Developed an object generator to infinitely spawn platforms ahead of the player.
- Integrated an object destroyer to remove platforms behind the player to reduce memory usage.

3D Ocean Simulation

March 2018

UI Developer/Character Designer

- Contributed to building an immersive ocean environment simulator using Unity Game Engine with a team of 3.
- Implemented the main menu user interface to navigate into the game.
- Designed 3D models of shark and fish using Blender 3D Modeler.

Club Affiliations

MISSA (Management Information Systems Student Association)

September 2018 - Current

Member / Volunteer

- Attend club events and volunteer for club projects.

Skills

- Entry Level HTML, JavaScript (Vanilla), CSS, PHP, Java, C#
- Chinese (Cantonese)