

# Siger Ma

✉ [siger.ma@mail.mcgill.ca](mailto:siger.ma@mail.mcgill.ca)

in <https://www.linkedin.com/in/siger-ma/> GitHub <https://github.com/sigerma88>

Hardworking first year student in Software Engineering Co-op seeking a 4-month summer 2022 internship

## Education

<b>Bachelor of Engineering, Co-op in Software Engineering</b>	2021 – 2025(expected)
<i>McGill University, Montréal, Canada</i> 3.80/4.00 cGPA	
<b>DEC, Science - Health Science</b>	2019 - 2021
<i>Collège Jean-de-Brébeuf, Montréal, Canada</i> 35.940 R score	

## Working Experience

<b>PPE Agent (Personal Protective Equipment)</b>	2020 - Present
<i>Montréal Chinese Hospital (CIUSSS du Centre-Sud-de-l'Île-de-Montréal), Montréal, Canada</i>	
<ul style="list-style-type: none"><li>• Manage and organize the distribution of PPE inside the CHSLD.</li><li>• Act as a resource person for the procedures and the manipulations of PPE.</li><li>• Supervise employees and visitors during the manipulation of PPE.</li><li>• Instruct and train visitors on the Infection Prevention and Control guidelines.</li></ul>	
<b>Program Lead</b>	2019 - 2020
<i>Kurius, Montréal, Canada (Website: <a href="http://www.kurius.ca">www.kurius.ca</a>)</i>	
<ul style="list-style-type: none"><li>• Promote technological education and offer free programming resources to all students in Canada</li><li>• Managed the running of a Kurius program.</li><li>• Found mentors and presenters and assured the communication with them.</li><li>• Created surveys to assess the needs and the interests of the participants.</li></ul>	
<b>Vice President of Production</b>	2018 - 2019
<i>Prélude (Les programmes éducatifs JA Québec), Montréal, Canada</i>	
<ul style="list-style-type: none"><li>• Coordinated the activities of employees engaged in the production and processing of goods.</li><li>• Planned and established work schedules, assignments, and production sequences to meet production goals.</li><li>• Determined standards, budgets, production goals, and rates.</li></ul>	

## Programming Projects

<b>Design of Pong Game</b> (Java; Eclipse IDE; ACM package)	September 2021 – November 2021
<i>McGill University, Montreal, Canada</i>	
<ul style="list-style-type: none"><li>• Individually, develop a software to implement a one player Pong game against the computer.</li><li>• Create a graphics program for the ball to interact with its environment by simulating real-world simple physics.</li><li>• Implement a graphical user interface for the player to interact with the game.</li></ul>	

## Coursework

### Winter 2022:

Introduction to Computer Science: Learning data structures and algorithms in Java.  
Model-based Programming: Developing in a team project with the concept of model-driven programming.  
(Learning Java, UML and Git)

## Skills

**Language:** French (fluent), English (fluent), Chinese (limited working proficiency)

**Programming:** Java, C

**Other:** Git, OOP, Visual Studio Code, Eclipse, IntelliJ, PyCharm, Microsoft Office Suite