

# Yuanqing Ma

📍 Shenzhen, China

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👤 Tommy Ma

## Education

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BS	The Chinese University of Hong Kong, Shenzhen, Computer Science and Engineering	Sept 2024 – Present
	<ul style="list-style-type: none"><li>• <b>GPA:</b> 3.936/4.000</li><li>• <b>Ranking in Major:</b> 4/239</li><li>• <b>Coursework:</b> Honors Calculus I &amp; II, Linear Algebra, Introduction to Computer Science and Java Programming, Data Structures, Matrix Computations, Reinforcement Learning</li></ul>	

## Research Experience

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Research Assistant, The Chinese University of Hong Kong, Shenzhen	Sept 2025 – Present
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### Topics: In-Context Reinforcement Learning

Advised by Prof. Chenjun Xiao (School of Data Science, CUHK(SZ), Shenzhen, China)

- Reviewed key works in the field, including *Algorithm Distillation* and *Decision-Pretrained Transformer*
- Currently working on enhancing data utilization to improve the performance of AD Transformers

## Projects

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Implementation of Algorithm Distillation	GitHub ↗
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- Original Paper from <https://arxiv.org/abs/2210.14215>
- In-Context learned to solve the darkroom environment by distilling the learning history of PPO agents.

Hand-Written Number Classification as a Bandit problem	GitHub ↗
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- Used the MNIST dataset to build the environment, with reward +1 for selecting the correct number, otherwise -1.
- Run Policy Gradient to train the agent.

## Course Projects

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CSC1004: Computational Laboratory Using Java	Spring 2025
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<https://github.com/tommyma3/CSC1004>

- **Java "Chatroom":** Supports multiple threads and command-line interfaces, allowing each user to send and receive messages to and from all others in real-time
- **Gomoku Game:** Traditional “Gomoku” game with JavaFX GUI
- **Python Snake Game:** Traditional Snake Game implemented with Python

DDA4230: Reinforcement Learning	Fall 2025
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- Implementation of DQN on the game of Cartpole: [Colab ↗](#)
- Implementation of PPO on the Pendulum-v1 Environment: [Colab ↗](#)
- Literature Review on In-context Reinforcement Learning: [PDF ↗](#)

## Teaching

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**Undergraduate Student Teaching Fellow (USTF), CUHK(SZ)**

- CSC1003: **Introduction to Computer Science and Java Programming**, Fall 2025
- MAT2041A: **Foundations of Linear Algebra and its Applications**, Spring 2026

## Honors

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**Dean's List Award**, School of Data Science, CUHK(SZ)

AY2024–25

**Academic Performance Scholarship: Class A**, School of Data Science, CUHK(SZ)

AT2024–25

**Master's List**, Shaw College, CUHK(SZ)

AY2024–25

## Skills

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**Programming Languages:** C, C++, Java, Python

**Tools:** Git, GitHub, PyTorch, NumPy, LaTeX, Markdown

**Language Proficiency:** English

## Extracurricular Activity

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**Shaw College Men's Soccer Team**

Sept 2024 – Present

- Player & Assistant Coach
- Won the Gold Medal in the Men's Soccer Competition at the CUHK(SZ) Olympics in April 2025

**Student Assistant for the Information Technology Service Office (ITSO) at CUHK(SZ)**

Oct 2024 – Present

- Technical Assistant
- Assisting ITSO staff in offering IT service on campus, including the CUHK(SZ) email and websites