

Yuanqing Ma

📍 Shenzhen, China ✉ yuanqingma@link.cuhk.edu.cn ☎ (+86) 13612923691 🌐 Tommy Ma



Education

- BS** **The Chinese University of Hong Kong, Shenzhen**, Computer Science and Engineering Sept 2024 – Present
- **GPA:** 3.936/4.000
 - **Ranking in Major:** 4/239
 - **Coursework:** Honors Calculus I & II, Linear Algebra, Introduction to Computer Science and Java Programming, Data Structures, Matrix Computations, Reinforcement Learning




Research Experience

- Research Assistant**, *The Chinese University of Hong Kong, Shenzhen* Sept 2025 – Present
- 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

- Implementation of Algorithm Distillation** [GitHub](#) 
- 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](#) 
- 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

- CSC1004: Computational Laboratory Using Java** Spring 2025
- <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
- 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

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

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

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

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

Language Proficiency: English

Extracurricular Activity

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