

## CUONG MA

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### SOFTWARE ENGINEER

#### PROJECT EXPERIENCE

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##### Anime Tracker

- Full MERN-Stack CRUD Application
- Created my own backend logic for handling user authentication using Json web token
- Hosted user information in MongoDB database
- User-experience oriented design as a priority for determining the Minimum Viable Product

##### Zombie Survivors

- Utilized Canvas API to create a game engine for a vampire survivors clone
- Created a logic heavy game involving tight hit-boxes for character collision, and enemy projectile checks
- Controlled game pacing with enemy behavior and randomly generated spawn rates

##### PC Game Deals

- Mixed multiple API resources in order to create a fluid web application for searching for online PC game deals
- Responsive desktop and mobile web design using Tailwind CSS
- Built my own component library as needed using Shadcn/ui as a base
- Fully functional single-page React APP

#### TECHNICAL TOOLBOX

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**Web Tools:** JavaScript, TypeScript, Express.js, React, Node.js, MERN Stack, Tailwind CSS, CSS, HTML, GitHub, Mongoose, MongoDB

#### EDUCATION

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**Per Scholas**, Charlotte, NC  
*Web Development training course*

January 2024

**North Carolina State University**, Raleigh, NC  
*Bachelor of Arts, International Studies*

December 2018

#### WORK EXPERIENCE

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**Standard Lenders Inc.**, (Remote)  
*Marketing Director, Mortgage Refinance*

March 2020- June 2023

- Efficiently oversaw all marketing decisions including: researching, planning, and executing marketing strategies
- Managed and led both daily and weekly team meetings
- Provided technical support to team members as needed
- Created and optimized the company's CRM management system
- Recorded and organized company earnings and created and oversaw the yearly CFL report
- Created and managed company relations with third party marketing companies