

# Yang-Ge Ma

## 馬揚格

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### Education

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**National Taiwan University**, Taipei, Taiwan *September 2015 - present*  
— B.S. of Computer Science and Information Engineering (CSIE), minoring in Mathematics  
- Expected to graduate in June 2019  
- GPA: 3.76/4.30  
- Two-year participation (2nd and 4th year) in ACM-ICPC programming contests  
- Selected Courses (where I got A or above): Data Structure and Algorithms, Algorithm Design and Analysis, System Programming, Introduction to Mathematical Analysis, Introduction to Mathematical Logic

### Working Experiences

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**Software Engineer Summer Intern**, *Cyberlink, Taipei, Taiwan* *Summer 2017*  
- Working at RD-ME team  
- Updating the auto-testing script for the newest version of a product  
- Writing log parsers  
**Research Assistant**, *Logic and Database Lab, CSIE, NTU* *Fall 2017 - present*  
- Currently working on first order logic with two variables (FO-2)  
- Advisor: Prof. Tony Tan

### Teaching Experiences

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**Teaching Assistant**, *Data Structures and Algorithms, CSIE, NTU* *Spring 2018 & Spring 2019*  
- Responsible for setting programming homework  
- Offering weekly TA hours to help and discuss with students  
- Building and maintaining the course's online judge system  
- Instructor: Prof. Hsin-Mu Tsai  
**Teaching Assistant**, *Formal Languages and Automata Theory, CSIE, NTU* *Fall 2018*  
- Responsible for correcting homeworks and exams  
- Offering weekly TA hours to help and discuss with students  
- Instructor: Prof. Tony Tan  
**Lecturer**, *IOI Program, KCIS* *Fall 2017 - Present*  
- A program that prepares high school students for various programming contests  
- Teaching basic C++ programming and algorithms  
- Assigning homework to students every week

### Student Group Experiences

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**Minister**, *Academic Department, CSIE Council* *Fall 2017 - Spring 2018*  
- Leading a department of about 10 people  
- Responsible for annual activities including TTC programming contest and freshmen academic camp  
- Publishing special research introduction, according to our interviews to professors

### Course Projects

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**Einstein Chess AI**, *Homework 2 in Theory of Computer Gaming* *Fall 2018*  
- Language: C++  
- Designing a Einstein Chess AI based on Monte-Carlo Tree Searching Algorithm  
- Having a winning rate of over 80% against a pretty good greedy strategy  
**Sokuban Solver**, *Homework 1 in Theory of Computer Gaming* *Fall 2018*  
- Language: C++  
- Designing a Sokuban solver based on various searching algorithms, including BFS, DFS and A\*  
- Able to solve most Sokuban puzzles of size 50 within 30 seconds on a normal PC

## Awards and Honors

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- **3rd place** out of 125, ACM ICPC Asia Hanoi Regional, Vietnam *2018*
- **1st place** out of 88, ACM ICPC Asia Taiwan Online Programming Contest, Taiwan *2018*
- **5th place** out of 83, ACM ICPC Asia Daejeon Regional, Korea *2016*
- **700th place** out of 3000, Google Code Jam Round 2 *2016*

## Skills

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- **Programming Languages:**
  - C/C++: 7-year experience
  - Python: 3-year experience
  - Shellsript: 3-year experience
  - Java: 6-month experience
- **Operating Systems:** Windows, Linux
- **Others:** algorithmic problem solving, mathematics

## Extracurricular

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- Worked as one of the arrangers in the 2018 CSIE Summer Camp for high school students.
- Participated in the NTU Fire Dance Club in my senior year in college.
- Participated in the CSIE badminton team for 4 years.