

Yang-Ge Ma

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Date of Birth: 18 Jun 1997
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Education

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

Software Engineer Summer Intern, 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, Taipei, Taiwan *Fall 2017 - present*
- Currently working on first order logic with two variables (FO-2)
- Advisor: Prof. Tony Tan

Teaching Experiences

Teaching Assistant, Data Structures and Algorithms, CSIE, NTU *Spring 2018 & Spring 2019*
- Instructor: Prof. Hsin-Mu Tsai
- Responsible for setting programming homework
- Offering weekly TA hours for helping and discussing with students
- Building and maintaining the course's online judge system

Teaching Assistant, Formal Languages and Automata Theory, CSIE, NTU *Fall 2018*
- Instructor: Prof. Tony Tan
- Responsible for correcting homeworks and exams
- Offering weekly TA hours for helping and discussing with students

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

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

Einstein Chess AI, Homework 2 of 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 of 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

Awards and Honors

- **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

- **Programming Languages:**
 - C/C++: 7-year experience
 - Python: 3-year experience
 - Shellscrip: 3-year experience
 - Java: 1-year experience
- **Operating Systems:** Windows, Linux
- **Others:** algorithmic problem solving, mathematics

Extracurricular

- Arranged academic affairs 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.