Ziyao Ma

+1-647-719-9488 | ziyaoma03@gmail.com | linkedin.com/in/ziyao-ma/ | github.com/ziyaoma1

EDUCATION

University of Toronto — Toronto, ON
Bachelor of Science, Specialist in Statistics: Theory and Methods — *Aug. 2021 – May 2025*
Relevant Coursework: Software Design, Theory of Computation, Computer Organization, Data Structures, Data Science, Databases, Data Analysis, Real Analysis, Data visualization, Stochastic Methods

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), R, HTML, Tableau
Developer Tools: Git, PyCharm, IntelliJ, Wing
Libraries: pandas, NumPy, Matplotlib, psql, ggplot

EXPERIENCE

UI/UX Designer — May 2023 - August 2023
Ecomtent — *Toronto, ON*
- Create visually appealing and intuitive user interfaces for web and mobile applications, adhering to design principles and guidelines with over **10 pages designed**
- Utilize industry-standard design and prototyping tools such as Sketch, Figma, Adobe XD, or similar software

Information Technology Support Specialist — June 2022 – August 2022
SMBH — *Toronto, ON*
- Designed a new website through wordpress for SMBH website leading to **200 percent** increased traffic over old website
- Adjust **HTML** code through wordpress on secondary website to update location, classes and other information
- Teach other people how to code HTML and make adjustments to website, so they can update seasonal items
- Help out with any technology related issues, and running **3 events every week**

PROJECTS

Pokemon Card Collecting App for Android | *Python, OpenCV, Kivy, Numpy, Matplotlib*
- Created fully functional Android app using Kivy similar to Collectr App
- Able to search for any card using Dynamic Queries, and add to your personal collection through the Pokemon API
- Each card contains recent price, name, and pictures of the face of the card
- Cards can greatly vary in price depending on the centering so I had a feature that allowed to to upload an image and used key feature matching with SIFT algorithm plus homography from OpenCV to help determine the centering of the card itself

Visualizing Drug Use Compared to Mortality in Europe | *R, Tableau*
- Created a fully interactive visualization with Tableau
- Cleaned and processed data, adding many aggregate data that was not present with R
- Many interactive elements were included such as sliders, filters, check boxes and information from hovering over countries

Java Drawing RPG Game | *Java, Swing Library*
- Coded game in Java with the use of Swing Library for GUI
- Has function that allows the user to draw file with paintbrush
- Player is able to move around, enter rooms in dungeon and fight, with inventory to keep track of items
- Similar to Pokemon game, where you can encounter enemies and fight with a turn-based system

Tim Hortons Hockey Challenge Predictor | *R*
- Used Binomial Regression to help pick who is most likely to score the following game
- Cleaned and transformed data from per game to cumulative stats before a certain game from Kaggle with the help of Relational Algebra
- Ensured no Binomial Regression assumptions were violated and picked the model of best fit through a variety of methods