Shaojia Ma

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EDUCATION

Georgia Institute of Technology   Atlanta, Georgia
M.S. Computer Science | Machine Learning   *August 2023 - May 2025*

University of Rochester   Rochester, New York
B.S. Computer Science | GPA 3.90   *August 2021 - May 2023*

Santa Monica College   Santa Monica, California
A.S. Computer Science | GPA 3.91   *August 2019 - June 2021*

SKILLS

Programming:	Expert: C; C++; Java; Python; SQL. Proficient: C#; Kotlin; R; OCaml.
Computer Applications:	MS Office; Photoshop; CorelDRAW; InDesign.
Languages:	Chinese (Native); English (Fluent).

WORK EXPERIENCE

University of Rochester   Rochester, New York
Teaching Assistant   *August 2022 – May 2023*

- Fall 2022:   CSC 173: Computation & Formal Systems
- Spring 2023:   CSC 173: Computation & Formal Systems
                 CSC 263/463: Data Management Systems

Hewlett Packard   Shenyang, China
Software Engineer Intern   *June 2022 - September 2022*

- Generated syntax parsers for SQL statements, performed lexical and syntactic analysis, and implemented a system that could detect and intercept a high volume of unsafe or irregular commands.
- Optimized cloud messaging center resources with Apache RocketMQ for low latency and reliable messaging in high concurrency situations.

Alibaba Cloud   Jilin, China
Software Engineer Intern   *June 2021 - January 2022*

- Organized resources on nodes in the cluster, designed pipelines to reclaim idle but allocated memory to accommodate more jobs and enabled autonomous resource control on individual nodes.
- Developed a resource performance model through deep learning to dynamically schedule caches and bandwidth in the cluster to optimize performance.

SIASUN Robot & Automation   Shenyang, China
Software Engineer Intern   *June 2019 - August 2019*

- Developed decision algorithms for service-oriented robots. Performed semantic analysis of the user's voice and combined it with vision technology. This algorithm could respond in a second and be placed in hundreds of public places to save labor.

PERSONAL PROJECTS

Game Server Plugin Development   *2014-2018*

- Involved in the development of Steam game server plugins, including Rust and CS: GO, where I focused on the plugin's API methods and worked on an anti-cheat system and various logic development tasks, such as a player geographic teleportation system.
- Built a dedicated online multiplayer server on Linux environment to support the plugins, and successfully rented the plugin server out to players to make profits.

Functional Development of the Travel Agency Flight Ticketing System   *2017-2019*

- Developed APIs for multiple third-party sales platforms to promote airline ticket sales.
- Optimized the process of issuing tickets by transitioning from a command-line interface to a visual operation interface.