

Kaizena Ma

mkaizena@gmail.com
Portfolio: github.com/mkaizena

EDUCATION

University of California: Santa Cruz – Santa Cruz, CA

Pursuing Computer Science: Game Design B.S.

SEPT 2017 – Present

- GPA: 3.7
- Expected Graduation: June 2021
- Relevant Coursework: Game Systems, Game Graphics and Realtime Rendering, Game Technologies, Game Design/Development Experience, Interactive Narrative

Galileo Academy of Science and Technology – San Francisco, CA

Graduated 2017

- GPA: 3.8
- SFUSD Arts Festival 2017 Literary Arts Short Fiction 3rd Place winner

EXPERIENCE

Rise – Programmer

APRIL 2019 – JUNE 2019

- Programmed using JavaScript and Phaser to create a short video game as a class project.
- Worked on a three-person team and used GitHub to collaborate.

Bluestamp Engineering – Student

JUNE 2016 – AUGUST 2016

- Wired and soldered together an Omnidirectional Robot with motion sensors, controlled with a wireless Playstation 2 controller.
- Programmed the robot using Arduino technology.
- Documented progress on a website: bluestampengineering.com/student-projects/kaizena-m/

SKILLS

Programming Languages:

- Java
- JavaScript
- C#
- C
- C++
- Inky
- HTML
- Python

Software:

- Unity
- Github

Other:

- Microsoft Office
- Adobe Photoshop
- Intermediate Japanese