Xinci Ma

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SKILLS

Languages: Java, Python, C++, TypeScript, JavaScript, SQL, Bash

Core Competencies: Data Structures & Algorithms, OOP, Complexity Analysis, Debugging, Design Patterns

Frontend: React, Next.js, Vite, Tailwind CSS, HTML, CSS

Databases: PostgreSQL, MySQL

CAD: Solidworks, OnShape, Fusion, KiCad

EXPERIENCE

Software Engineering Intern | HydraAIO / OlympusTech | New York City, NY
April 2019 – July 2019

- Engineered automation scripts in Python to streamline repetitive development tasks, reducing manual workload by 40% and accelerating deployment cycles
- Diagnosed and resolved 25+ end-user and internal bug reports by analyzing logs, debugging code, and implementing fixes across Java and C++ codebases
- Developed comprehensive unit test suites achieving 85% code coverage for newly implemented features, improving software reliability and reducing regression bugs
- Collaborated with a team of 5 senior developers using Agile methodology to deliver new application features on schedule, participating in daily standups and code reviews

PROJECTS

Route Weather App | *React, Vite, Leaflet, REST APIs* github.com/DontEver/route-weather

- Built a full-stack road trip planner that displays real-time weather forecasts along driving routes, integrating 4 free APIs (OSRM, Nominatim, Open-Meteo, Leaflet) with zero API key requirements
- Implemented interactive map features including address autocomplete, multi-route comparison (up to 3 alternatives), and configurable weather checkpoints every 10-100 miles
- Designed departure time planning with a 7-day forecast slider, enabling users to optimize travel times based on predicted weather conditions along their route

Algorithm Visualizer | *React, JavaScript, Tailwind CSS* github.com/DontEver/algorithm-visualizer

- Developed an interactive web app visualizing 6 sorting algorithms (Bubble, Selection, Insertion, Quick, Merge, Heap) and 4 pathfinding algorithms (BFS, DFS, Dijkstra, A*) with step-by-step animations
- Implemented generator functions to yield algorithm state at each step, enabling real-time visualization of comparisons, swaps, and traversals with adjustable speed controls
- Created an interactive grid-based pathfinding sandbox with click-and-drag wall placement, movable start/end nodes, and random maze generation for testing algorithm behavior

EDUCATION

The Ohio State University – Columbus, OH
Expected Dec 2026

Bachelor of Science in Electrical and Computer Engineering

Relevant Coursework: Software Components, Software Development & Design, Discrete Structures, Operating Systems, Advanced C Programming, Programming in C++, Digital Logic, Advanced Digital Design, Microcontroller Lab, Intro to Micro Systems, Signals & Systems, Analog Systems & Circuits, Intro Electronics.