



Junjie Ma

CONTACT

- +44 7594 536278
- junjiema.mjj@gmail.com
- junjiema.com

EDUCATION

Diploma of Higher Education: Computer Science (Game), 09/2021 – 06/2024

University of Greenwich – London

- Relevant Courses: AI for Games, JVM Programming Languages, Games Design and Development, Games Technology
- Graduate with 1:1 (First Class Honors)
- Earned BSC Award

BTEC Extended Subsidiary Diploma: IT, 09/2018 – 06/2021

Waltham Forest College

- Grade: D*D*D*
- Extracurricular Activities: International IT Workshop in Spain.

SKILLS

- Programming Languages: C#, Python, Java
- Game Design and Development
- Problem Solving
- Team Collaboration
- Project Management

PROFESSIONAL SUMMARY

Motivated Computer Science graduate specializing in game development, proficient in C#, Java, and Python. Experienced in independently developing software with a focus on problem-solving and innovation. Quick learner with a passion for technology, seeking to contribute to dynamic game development or software engineering roles.

PROJECTS

Project 1: The Orphanage (3D Horror Puzzle Game)

- Description: Developed a first-person horror puzzle game where players explore an abandoned orphanage to uncover its dark secrets. The game features two main environments: the orphanage and its underground basement. Players must solve puzzles using clues from various objects, avoid or eliminate patrolling NPCs, and unlock new areas.
- Technologies Used: Unity, C#.
- Key Contributions:
 - Designed and implemented the entire game environment.
 - Developed gameplay mechanics.

Project 2: EcoGuardian – NewHope (3D Serious Game)

- Description: Created a third-person role-playing game with a focus on environmental education. The game is designed to raise awareness about ecological issues through three main stages: tree conservation, waste sorting, and wildlife protection.
- Technologies Used: Unity, C#.
- Key Contributions:
 - Designed and implemented the game's task system.
 - Developed a narrative-driven gameplay experience, integrating educational content with engaging game mechanics.

WORK HISTORY

Intern 03/2020 – 04/2020

Amadeus IT Group - Madrid

- Helped with basic debugging and testing of new features to ensure they met quality standards.
- Assisted in data analysis tasks to enhance system performance and user experience, applying skills in Python.

Marketing Assistant 02/2019 – 04/2019

Marketing Group of Waltham Forest College - London

- Managed social media posts and helped create basic marketing materials by using PhotoShop.
- Assisted in organizing events and activities.

Waiter 04/2015 – 09/2022

Chinese Experience Restaurant - London

Bartender 09/2022 – 09/2023

The Diamond Jubilee Tea Salon at Fortnum & Mason - London