Julia S. Ma   julia.ma@gmail.com
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Education

Massachusetts Institute of Technology (MIT)   Cambridge, MA
Master of Science in Media Arts and Sciences   June 2012
Highlighted Coursework: Pattern Recognition and Analysis; Tangible Interfaces; Eccescopy: Eye and Ear-Centered Shared Augmented Reality; Networks, Complexity and their Applications; Fractals and Chaos

California Institute of Technology   Pasadena, CA
Bachelor of Science in Electrical Engineering   June 2006
Highlighted Coursework: Analog Circuit Design; Electromagnetic Engineering; Digital Signal Processing; Communication Systems Fundamentals; Signals, Systems, and Transforms

Experience

Orange Labs, Paris, France   Aug 2012 - Present
- *Windows phone team intern:*
  o developing tools that automatically check UI design constraints for Orange apps on Windows Phone 7

Viral Spaces, MIT Media Lab, Cambridge, MA   Aug 2010 – June 2012
- *Research Assistant:*
  o mapped links and similar interests between companies of different sectors into meaningful visualizations
  o developed an AR application that shared images from specific events to future visitors of that location
  o created a massively-multiplayer online game for users to interact in both the virtual and physical worlds
  o engineered real-time visualizations of a building's energy usage to influence people's behaviors
  o implemented an auto-categorization of research project themes in the Media Lab database

5th Combat Communications Group, United States Air Force, Robins AFB, GA   Aug 2006 – Aug 2010
- *Flight Commander:* ensured deployment readiness for 700+ personnel; deployed people to support state-side and overseas missions in 20+ locations; planned and coordinated all logistics for group-level exercises
- *Site Engineer:* developed contingency plans for base closures overseas
- *Deployed Commander:* managed a team of 16 people to provide communication infrastructure to a US/Pakistan joint fighter training exercise
- *Communications Engineer:* planned and coordinated all engineering and logistics for squadron-level exercises; managed squadron budget of $200k/year

Multi-Res Modeling Group, Caltech Computer Science, Pasadena, CA   June 2003 – Sept 2003
- *Research Fellow:* programmed blended algorithms for subdividing meshes to model 3D surfaces

Skills

Software: Python, Java, C#, C, Matlab, Assembly, HTML5, Javascript, Processing
Hardware: microcontroller programming, circuit design
Languages: English – fluent, Chinese – conversational, French - basic
Other: machining, glassblowing, blacksmithing

Conferences and Awards

MIT Energy Conference Showcase (2011); 5 Combat Communications Support Squadron Company Grade Officer of the Quarter (2010)**;** Caltech Summer Undergraduate Research Fellowship (2003)

Activities

Haystack Mountain School of Crafts, glassblowing session; MIT Media Lab IOIO Hackathon; Boston Music Hack Day; MIT Media Lab Student Committee; MIT Curling Club; MIT Glassblowing Lab; MIT Blacksmithing Lab; Cambridge Symphony Orchestra; Puzzle challenges; Aerial acrobatics; Distance running