

Jay Mason

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SUMMARY

Experienced Software Engineer with over 10 years of full-stack development expertise, specializing in C#, React, and MySQL. Proven record of delivering scalable solutions and leading cross-functional teams. Actively seeking senior, lead, or engineering management roles to drive innovation and growth.

EDUCATION

BS in Engineering Management Arizona State University, AZ Relevant Coursework: Programming fundamentals, data structures, project management, systems engineering and upper-division math and computer science electives.	December 2025 3.99 GPA
A.A.S in Software Engineering Oakland Community College, MI	December 2019 3.9 GPA

TECHNICAL SKILLS AND CERTIFICATIONS

Programming Languages: C#, Java, C++, TypeScript, PHP
Front-End: HTML5/CSS3, jQuery, React, Angular, Bootstrap
Tools/Databases: Visual Studio, AWS, Azure, MySQL, MSSQL, NoSQL, Entity Framework, Git/GitHub

PROFESSIONAL EXPERIENCE

WTW, Southfield, MI: Senior Associate - Software Engineer Responsible for developing new roadmap features for customer-facing applications; role includes cloud optimization, third-party integrations, cross-functional collaboration, code reviews, mentoring, and supporting software development life cycle. <ul style="list-style-type: none">Led the organization-wide rollout of GitHub Copilot, training and supporting 50+ developers and SDETs.Optimized Azure services and configured slot deployments, significantly reducing cost and production downtime.Integrated third-party APIs and Azure Cosmos DB into ASP.NET applications to enhance participant wellbeing program.Collaborate cross-functionally with Bas, PMs, QAs, SDETs, and UX to ensure timely feature delivery.Participate in project planning, estimations, and decision-making to drive successful software development.Mentor new team members in business knowledge, coding standards, best practices, and Agile team processes.	May 2022 - Current
General Inspection LLC, Davisburg, MI: Software Engineer/Manager <ul style="list-style-type: none">Migrated from XML to MySQL with Entity Framework, improving data retrieval speed and software performance.Designed and maintained real-time communication modules (EtherCAT, Modbus, RS232) and developed machine logic in C++ for FESTO motor controllers.Managed project timelines, resources, and priorities while conducting code reviews to enforce best practices.Created and optimized sensor data algorithms to detect defects and ensure high-precision part measurements.	November 2018 – May 2022

PROJECTS

Oakland Hope, Software Engineer (Volunteer) <ul style="list-style-type: none">Designed and developed a custom web application to manage volunteers and food pantry clients.Created a volunteer portal supporting 5,000+ profiles and tracking over 200,000 volunteer hours.Built a food pantry system managing 14,000+ clients, logging 190,000+ visits, and tracking 8.3 million pounds of food.	2019 - Current
Game Development (Roblox) <ul style="list-style-type: none">Building a Roblox Experience utilizing Roblox-TS and React.Developing hands-on experience with Lua scripting, gameplay system design, and player feedback loops.Learning 3D asset management, physics simulations, and client-server state synchronization.	2022 - Current