JAY MASON

FULL-STACK SOFTWARE ENGINEER

586-707-2807 | WATERFORD, MI | MASONPJAY@GMAIL.COM | JAY-MASON.GITHUB.IO

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.

Skills & abilities

Microsoft Suite: C#, .NET, Visual Studio, Git/GitHub, and Azure.
Web Development: HTML5/CSS3, TypeScript, React, and Bootstrap.
Database Management: MySQL, Entity Framework, MSSQL, and NoSQL.

Education

ARIZONA STATE UNIVERSITY

BS in Engineering Management | GPA: 3.97

Completed coursework relevant to software engineering including object-oriented programming, data structures and algorithms, operating systems, database management, web application development. Built a strong foundation in engineering management through courses in project management, risk management, leadership, and mathematics.

OAKLAND COMMUNITY COLLEGE

A.A.S. in Software Engineering | GPA: 3.9

Experience

WILLIS TOWERS WATSON (WTW)

Senior Associate | September 2023 - Current
Lead Associate | June 2022 – September 2023

Accomplishments:
- Responsible for the rollout and training of GitHub Copilot across the organization, providing training and support to over 50 developers and SDETs within Product and Technology.
- Optimized Azure services resulting in thousands of dollars in savings.
- Integrated third party API services for Health/Wellbeing programs.
- Configured slot deployments for application pipelines, saving 15-30 minutes of downtime each week.
- Integrated Azure Cosmos Database services into an ASP .NET application

Day-to-Day:
- Participate in project scope definitions, project estimating, refinement meetings and facilitate decision-making conversations.
- Coordinate with BA's, QA's, PM's, SDET's, and other Sprint team roles to ensure delivery of projects.
- Collaborate with UX to design new features.
- Conduct peer code reviews, ensuring best practices and coding standards are followed.
- Mentor new team members, across all roles, to help with business knowledge, coding standards, best practices, and Sprint team processes.

GENERAL INSPECTION LLC

Software Manager | March 2021 – May 2022
Software Engineer | November 2018 – March 2021

Accomplishments:
- Standardized version control practices by implementing Git and establishing code review requirements.
- Upgraded data storage infrastructure by migrating from XML files to relational databases (MySQL with Entity Framework), resulting in faster data retrieval and enhanced software functionality.
- Integrated third-party Modbus LED display buttons to designate bin numbers and allow for operators to mark bins as emptied and to automatically print a bag label.
- Developed state machine logic for Festo Motor Controllers to perform sequences of operations based on inputs, outputs and other state machine statuses.

Day-to-Day:
- Responsible for project management including timelines, resource allocation, and project prioritization.
- Designed, developed, and maintained communication modules in a real-time controller (EtherCAT, Ethernet, Modbus, RS232), ensuring seamless and reliable data exchange between systems.
- Developed machine logic in C++ to control FESTO-integrated motor controllers.
- Created and optimized algorithms for processing sensor data, to measure parts and find defects.
- Conducted code reviews, ensuring the teams defined best practices were followed and sufficient test coverage was added for new functionality.

Projects

OAKLAND HOPE

Software Engineer (Volunteer) | July 2019 - Current

Designed and developed a custom web application to manage both volunteers and food pantry clients. The volunteer portal supports over 5,000 profiles and tracks more than 200,000 volunteer hours. The food pantry system manages 14,000+ clients, contains logs for more than 190,000 visits, and has tracked the distribution of 8.3 million pounds of food.

Tech-Stack: C#, React/TypeScript, MySQL

GAME DEVELOPMENT

Multiple Games | January 2016 – Current

Currently developing a Roblox game to build hands-on experience with Lua scripting, gameplay system design, and player feedback loops. Gaining knowledge in 3D asset management, physics simulations, and client-server state synchronization.