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   December 2025
Arizona State University, AZ   3.99 GPA
Relevant Coursework: Programming fundamentals, data structures, project management, systems engineering and upper-division math.

A.A.S in Software Engineering   December 2019
Oakland Community College, MI   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 (Cosmos DB), Entity Framework, Git/GitHub

PROFESSIONAL EXPERIENCE

WTW, Southfield, MI: Senior Associate - Software Engineer   May 2022 - Current
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.
- Led the organization-wide rollout of GitHub Copilot, training and supporting 50+ developers and SDETs.
- Optimized Azure CI/CD pipelines, leading to decreased monthly costs and reduced deployment downtime.
- Integrated third-party APIs and Azure Cosmos DB into an ASP.NET application to enhance client's wellbeing programs.
- 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.

General Inspection LLC, Davisburg, MI: Software Engineer/Manager   November 2018 – May 2022
- 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 (C++/C#) to measure parts and identify visual defects.

PROJECTS

Oakland Hope, Software Engineer (Volunteer)   2019 - Current
- Designed and developed a custom web application using React/TypeScript and C# 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.

Game Development (Roblox)   2022 - Current
- Building a Roblox Experience utilizing Roblox-TS and React.
- Developing hands-on experience with Lua scripting, gameplay system design, and player feedback loops.
- Gained exposure with 3D asset management, physics simulations, and client-server state synchronization.