

133 Lee St. apt 806  
Carnegie, PA 15106  
724-552-6600

# Mason Toy

mason.toy@gmail.com  
<http://masontoy.com>  
<https://github.com/MaSUB>

**Education:** Pennsylvania State University, Erie PA  
B.S. in Software Engineering Minors in Computer Science and Management Info Systems  
Graduated: May 2017

## Skills:

### Concepts:

Linear Programing, Object Oriented Design,  
Software Architecture and Design Patterns,  
UML Diagrams, Use of Relational Databases,  
Computer Networking, Software Testing, Agile  
development, Rapid Prototyping

### Languages:

Experienced with: C#, Java  
Familiar with: C, C++, PHP, CSS, JavaScript, JQuery,  
SASS, Node.js, ASP.NET, Python

## Extracurriculars:

### Clubs and Organizations:

President, Association for Computing Machinery  
From 2016 - 2017, Member Since 2014

Member, Game Developers Club  
From 2014 - 2017

### Hackathons:

Organizer and Participant of Local Hack Day  
Participant at BrickHack  
Winner of COIL/EdTech Challenge and IBM - Watson  
Challenge at Hack PSU

## Experience:

### Digital Brandtern, Gatesman+Dave // Pittsburgh, PA

May 2016 – August 2016

Developed webpage to improve clarity and understanding about the Brandtern program for internships. This was accomplished by creating an interactive company map from an SVG image which drops down a video explaining the different positions and what the current brandterns did in their time there. This utilized SASS for the front end and PHP, and JQuery to accomplish most of the page's functionality.

### QA & Product Development Intern, Club Prophet Systems // Pittsburgh, PA

August 2013 – August 2015

Created technical requirements for new features, running through the company's regression test of the software documenting any bugs. Reworked the regression old regression tests to account for new and updated functionality. Lead the designing of the company's Online Reservation web application.

### Software Engineer, USG Insurance // Canonsburg, PA

July 2017 – Current

Full stack .net software engineering role. Worked on new systems as well as legacy systems. Created many data driven webpages for reporting, adding and editing of Insurance related information. Created many SQL scripts and stored procedures for the system as well. Utilized multiple libraries including Kendo UI, Knockout.js and more.

## Projects:

### Note My Problem:

Fall 2016

This application was created using the Express framework, Node.js, HTML, CSS and JQuery. The system uses a microphone on your computer to listen to a lecture or meeting. As the application picks up words it creates a transcript all the while annotating the transcript with keywords, phrases and ideas. It sends this to IBM Watson's Alchemy API in order to get this information and even provides links to further reading.

### Mixed Reality Training:

Fall 2016 – Spring 2017

The application was created using Unity. The system runs on the Microsoft HoloLens and utilizes the HoloToolkit in order to create a training experience for Insurance Claims adjusters that is Dynamic and can be used in most all enclosed spaces. User is able to generate a spatial mesh of the room by gazing at walls, ceiling and floors upon creation, the user is able to choose a training module and objects will dynamically be generated in the play space. The user can then take assessments on the object to test their claims adjusting knowledge.