Mason Anderson

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Education

Creighton University *Omaha, NE*   **Expected Graduation: May 2026**
Cumulative GPA: 3.82
B.S. Computer Science | Minor Data Science and Economics

Experience

Firehouse Subs Highlands Ranch   **May 2023 - August 2024**
Shift Lead   *Highlands Ranch, CO*
- Supervised daily operations, ensuring high standards of food quality, customer service, and cleanliness.
- Managed and trained team members, fostering a positive and efficient work environment.
- Opened the building in the mornings, preparing the store for operations by setting up equipment, prepping food, and ensuring the workspace was ready for the day.
- Handled cash management, including opening and closing registers, balancing deposits, and ensuring accurate financial reporting.

Creighton University   **January 2024 - Present**
Teacher Assistant | CSC 121: Computers and Scientific Thinking   *Omaha, NE*
- Assist in delivering a multidisciplinary course integrating computer science with natural sciences, focusing on the scientific method, computer modeling, and problem-solving.
- Grade homework and provide feedback on student assignments, emphasizing the development of critical-thinking skills and the application of computer programs to scientific inquiry.
- Host office hours to support students in understanding course material, guiding them in developing Web-based programs for data analysis and system modeling.
- Facilitate discussions on the interdisciplinary nature of computing, helping students appreciate how different scientific disciplines utilize technology to solve complex problems.

Projects

Browser Duck Hunting Game
- Developed a browser-based interactive duck-hunting game using HTML5 Canvas and JavaScript. The game features animated ducks that move across the screen and can be clicked to remove them, with custom animations and collision detection implemented to track user interactions. The dynamic game environment includes ducks that appear at random intervals, move unpredictably, and interact with the game's boundaries. Additionally, I integrated custom cursor changes, scoring mechanisms, and responsive controls to enhance user engagement across devices. This project demonstrates strong skills in event handling, animation, game logic development, and front-end web development.

Java Approximation Generator
- Developed a Java-based text approximation generator that produces kth-order approximations by analyzing the statistical distribution of characters in a source text file. The program preprocesses text by removing non-alphabetic characters and normalizing the case for consistent pattern generation. Using a HashMap, it tracks character sequences and probabilistically predicts the next character, allowing the output to closely match the style of the input text. The system includes robust input validation to handle user errors and ensures appropriate sequence length and order. Additionally, randomization is employed to generate dynamic and varied outputs, making the program capable of creating unique text sequences based on any input.

Other Projects:
Roulette Game Simulation, City Lookup, Visualizing Prospect Hill Cemetery, Frequencies and Stop Words, Air Quality Index, Stylometry, Chicago Dice Game, Credit Card Verification
GitHub: https://github.com/MasonAnderson4/Projects

Skills

Languages: *Proficient*: Java, Python, HTML, JavaScript
Familiar: R, CSS, SQL

Honors & Awards

Creighton University Dean's List   **2022 – Present**
Phi Delta Theta Risk Manager   **2024 – Present**
Cohen, Joella End Scholar   **2024 – Present**