**Mason Anderson**

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**Education**

**Creighton University** *Omaha, NE* **Expected Graduation: May 2026**

*Cumulative GPA: 3.86*

B.S. Computer Science | Minor Data Science and Economics

**Experience**

**Wells Fargo December 2024**

*Software Engineer Intern Simulation* *Remote via Forage*

* Understood relevant requirements for building a system to manage financial portfolios.
* Figured out what data the system needed to keep track of.
* Drafted a visual representation of the data as an entity relationship diagram (ERD).
* Used the IntelliJ developer application to implement the ERD and published it to GitHub.
* Performed operations in Java and accessed data using Spring and JPA.

**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.

**Knapsack Optimization**

* Developed a Java program to solve the Knapsack problem by implementing a recursive algorithm that identifies the most valuable subset of items within a given weight limit. The project involved creating object-oriented classes for the knapsack and its items, enabling methods to add items, calculate optimal subsets, and determine the total value. The program also reads input data from external files, processes item information, and outputs the best combination of items based on specified constraints. By incorporating backtracking and recursive logic, the solution efficiently explores all possible subsets, making it capable of handling complex inputs.

**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, C++

**Other Skills:** React, nodeJS, vite, tailwind, kaboom.js, data structures, algorithm design and analysis, database design, object-oriented programming, statistical modeling, statistics and probabilities

**Honors & Awards**

**Creighton University Dean’s List** **2022 – Present**

**Phi Delta Theta Risk Manager** Jan. **2024 – Dec. 2024**

**Cohen, Joella End Scholar 2024 – Present**