Mason McDaniel

Fort Worth, TX

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Skills Languages: C, C++, C#, Javascript, Java, Python

Technologies: Vue.js, React.js, Node.js, ASP.NET, Git, Jira, Bitbucket, Linux, Microsoft SQL

Server, Jenkins, Azure

Experience Lockheed Martin – Software Engineer

2/2021- Present

- Restructured and automated projects to use git with CI/CD.
- Led team through its transition from Dimensions CM to Git.
- Led scrum ceremonies for teams and mediated discussions between software, hardware, and system engineers.
- Created and maintained software GUI interfaces for simulation environments in embedded systems using C++ and Gtk3.
- Created hardware-in-the-loop software applications using design documentation and C to mimic the functionality of real F-16 hardware modules.
- Designed and implemented scripts to automate user tasks in applications.
- Worked on three projects under tight time constraints for F-16 mission-critical functions.
- Fixed software bugs implemented and tested new features and peer-reviewed code across multiple software teams.
- Worked with software engineers from other software teams to figure out project integration details.
- Automated database creation and maintenance processes to save development time.
- Fixed software bugs, including code with hardware in the loop regularly.
- Instructed and trained multiple junior engineers and was a subject matter expert for Git, Jira, CI/CD tools, and Gtk GUI creation.

Ayoka Systems - Software Developer

1/2020 - 2/2021

- Used .NET MVC, SQL, and C# to program web-based applications for production.
- Improved the efficiency of two web apps significantly by reworking MySQL queries.
- Designed and developed cargo tracking web tool with CSS and Javascript using customer diagrams and drawings as references.
- Led a development team where I was responsible for software task creation and assignment, in addition to web application design and development.
- Interacted with customers weekly to demo applications.

Education The University of Texas at Arlington

Dec 2020

• B.S. in Software Engineering | GPA 3.4

Projects Fabapp (Web-based application)

- Developed and maintained an application using a PHP mobile web frontend and OctoPuppet that controlled lab CNC and 3D printing devices.
- Created a new data visualization tool using Graph.js to help illustrate customer spending habits and hardware tool usage analytics.