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Nicholas Mason

Software Developer   **Langley, BC**

An analytical mind with a love of getting lost in a problem and emerging with a solution.

Years of Programming experience	Adobe Creative Suite	Native English Speaker
Software Development	Eclipse, Intellij, Visual Studio	Customer service skills
Interaction Design	Advanced Windows, Linux, Mac OS	Collaborative and Independent
Android Development	Game Development - Unity	Academic writing experience

Education

Bachelor of Science in Interactive Arts & Technology   *09/2013 - 09/2018*

Simon Fraser University

Programming and Software design	Game Design in Unity Game Engine
Computer Science Courses	Web Design/Development
Algorithms, Memory Allocation, Architecture	Front-End Interface and Back-End Server
Interface, User Experience and HCI principles	Qualitative research in HCI

Experience

Real Bean Education   *06/2017 - 08/2017*

Intern Android App Developer

- Established the company's Android app with web communications, JSON requests, and basic user interface.

- Ensured the user's enjoyment and continued use of the app through use of multithreading and encapsulation.

- Wrote extensive documentation for the benefit of potential future developers.

- Further developed skills in Java, HTTPS, Android development and enterprise software.

Technical Skills

Java	PHP	Node.js	WebRTC
C#	SQL	HTTP	Software Architecture
Scala	Git/SVN	Eclipse, Intellij	Algorithms
HTML/CSS	JavaScript	Windows, Linux, Mac OS	Game Design

Projects

Siege Engineer
01/2018 - 04/2018

2D Base Management game developed in Unity

In Siege Engineer, the player controls a lone engineer defending against an army attacking his/her castle. It is up to the player to gather resources and repair structures to hold out until the end.

My role was Team Leader and Programmer, and I worked with with 4 other students. I wrote C# code to develop the game's controls and states, and organised team meetings to unify the game's vision in an unfamiliar genre.

Company App for Real Bean Education
06/2017 - 08/2017

NDA restricted project

The spec for this project has it sending JSON requests to the company servers to request different kinds of information, and then receiving responses and processing them for presentation to the user.

This project had me working with multithreading and the Java.net HTTPS request libraries. This was a fun project to work on and I consider it highly valuable experience in building enterprise software as a change from personal/school projects.

Hoc Talk
11/2018 - 12/2018

Web-based video conferencing app

Hoc Talk is a video confrencing web app written in JavaScript. Using a Node.js server for signaling, Hoc Talk works peer-to-peer via WebRTC and uses Socket.IO for messaging between clients and the server.
I had worked with JavaScript before in university, and wanted to fill out this experience by developing something useful, cool and convenient. Development is ongoing as I add new features, and the app is currently functional.

Learning Scala - Jason Swartz
05/2018 - 08/2018

Personal project to complete the book's exercises

I finished this book with a friend to learn Scala since its functional principles intrigued me. I worked through each chapter of the book and completed the various challenges. I continue to find the language highly efficient and useful with its powerful match expressions, for comprehensions and expressions.

Other Work Experience

Mcdonald's Restaurants
11/2012 - 08/2013

Front Counter/POS

Interests

Technology - Software, hardware, the industry and its future have been a great interest in my life.

Gaming - An avid player for most of my life, gaming is a fascinatingly powerful medium due to its interactivity.

Reading - I read about a variety of nonfiction topics and have a love of great fiction.

The Internet - I love learning about the internet, internet culture, architecture and security.

Sports - I practice archery and weightlifting, and maintain a good knowledge base in fitness.