

## Ben Mask

831 Montreal St.

Kingston, ON. K7K 3J7

(613)-979-5855 | [benmask@cmail.carleton.ca](mailto:benmask@cmail.carleton.ca) | [linktr.ee/benmask](http://linktr.ee/benmask)

Available for 8 months beginning January 2022

### EDUCATION

---

#### Bachelor of Computer Science, Co-op Option

September 2018 - Present

Carleton University, Ottawa ON.

- 3<sup>rd</sup> Year Undergraduate, CGPA 11.8/12.00 (A+)
- Deans' Honour List (2018 - Present)
- Faculty Scholarship (2018 - Present)
- Expected Graduation: June 2023

### WORK EXPERIENCE

---

#### Junior Software Developer Co-op

May 2020 - Present

Irdeto

- Worked with Selenium and Python in the development and maintenance of piracy detection tools
- Full-stack development across a React, Django, and AWS RDS stack to implement new features on internal tools used within the Online Piracy Detection teams
- Regularly worked with AWS tools (EC2, EKS, ECS, RDS) to contribute to the development and deployment of new features to existing microservices
- EKS cluster management to configure products with Helm/Helmfile and maintain AWS infrastructure as code using Terraform and Terragrunt
- Successfully worked with an international cross-functional team (engineering and technical operations) to troubleshoot issues and to identify and meet the needs of stakeholders

*Used: Python, JavaScript, Django, SQL, React, Selenium, AWS, Kubernetes, Helm, Terraform*

#### Custodian

May – August 2019

Ottawa Catholic School Board

- Managed summer school facilities to understand and meet the needs of program coordinators, resolve potential issues, and create a positive work atmosphere
- Safely performed daily tasks according to WHIMIS standards
- Successfully completed tasks requiring attention to detail on or ahead of schedule in an independent work environment

### APPLIED PROJECTS

---

#### Micro-Current Feedback Device Simulator

April 2021

- Implemented a micro-current feedback device simulator in the Qt C++ framework as an exercise in implementing the Observer and MVC design patterns
- Successfully brought the simulator from design to implementation alongside a tight-knit team, producing UML diagrams, sequence diagrams, test cases, and the final simulator

#### QuickMount

June 2021

- A convenience project consisting of Make and Docker to quickly produce a containerized Ubuntu 18.04 environment with any project directory mounted into the container

**Tic-Tac-Toe React Application**

**July 2020**

- Developed a React tic-tac-toe application to gain experience and an understanding of component types, state, and the structure of React apps
- Published to a production environment using Azure Static Web Apps

**Restaurant Ordering Web Application**

**February 2020**

- Developed and tested a node server and client-side JavaScript to build a web application that allows users to make orders from different restaurants and send them to the server to be processed
- Successfully developed skills working with Pug, JavaScript, and HTTP Requests/Responses

**Android/iOS Messaging App**

**January 2020**

- Developed mobile messaging apps natively for Android and iOS platforms which facilitated messaging through web sockets and a local NodeJS server

**EXTRACURRICULAR EXPERIENCE**

---

**Co-lead & Mentor**

**January 2020 – May 2021**

Science Student Success Centre

- Working alongside other mentors to plan and facilitate the Carleton Coding Challenge and give workshops relating to technologies such as Git
- Acting as a resource for other students looking to develop strong academic skills in the sciences

**Organizer**

**September 2019 – November 2020**

cuHacking

- Collaborated with other organizers to plan hackathon workshops, speakers, schedules, and activities

**Director**

**October 2017 - April 2018**

St. Paul High School Robotics Team

- Planned and facilitated regular team project meetings regarding competition builds for the IEEE Arduino Challenge
- Developed and lead weekly lesson plans on electronics, hardware, and coding for members to learn and build STEM skills

**RECORD OF GRADES**

Ben Mask

Computer Science Honours – 3<sup>rd</sup> Year Undergraduate**Carleton University**

Cumulative Grade Point Average 11.8/12.0 (A)

Number of Academic (4 month) Terms Completed: 5

Graduation Date: June 2023

Course Number	Course Name	Letter Grade
<b>1000 Level:</b>		
COMP1405	Introduction to Computer Science I	A+
COMP1406	Introduction to Computer Science II	A+
COMP1601	Introduction to Mobile Application Development	A+
COMP1805	Discrete Structures I	A+
CLCV1003	Survey of Roman Civilization	A+
HIST1001	The Making of Europe	A+
MATH1007	Elementary Calculus I	A
MATH1104	Linear Algebra for Engineering or Science	A
PSYC1001	Introduction to Psychology I	A-
<b>2000 Level:</b>		
COMP2401	Introduction to Systems Programming	A+
COMP2402	Abstract Data Types and Algorithms	A+
COMP2404	Introduction to Software Engineering	A+
COMP2406	Fundamentals of Web Applications	A+
COMP2601	Mobile Applications	A+
COMP2804	Discrete Structures II	A+
MATH2107	Linear Algebra II	A+
RELI2230	Global Christianity	A+
STAT2507	Introduction to Statistical Modeling I	A+
STAT2509	Introduction to Statistical Modeling II	A+
STAT2605	Probability Models	A+
<b>3000 Level:</b>		
COMP3000	Operating Systems	A+
COMP3004	Object-Oriented Software Engineering	A+
COMP3005	Database Management Systems	A+