Connor Mason

Education

University of Michigan Ann Arbor, MI — May 2016 *(graduation)*
B.S.E. Computer Engineering

Work Experience

Apple Cupertino, CA — May 2015 - present
Hardware Engineering Intern

John Deere & Company Moline, IL — May 2014 - Aug 2014
Information Technology Intern
— Redesigned a high-visibility company app toolset to drastically increase productivity
— Translated team requirements and feedback to develop time-saving web applications

Abbott Laboratories Abbott Park, IL — May 2013 - Aug 2013
Business Process Systems Intern
— Assisted in financial data system reorganization following a company split
— Managed and organized resolution of "out of tolerance" purchase orders

Baxter Credit Union Vernon Hills, IL — Jan 2011 - Aug 2012
Information Systems Intern
— Created and performed automated testing of online banking sites
— Worked with employees to create a new request & mapping system for testing environments

Activities

Triangle Fraternity — Fall 2013 - present
Vice President of External Affairs, Social Chair

U of M Solar Car Team — Fall 2013 - Spring 2013
Member, Microprocessing Division

Boy Scouts of America — 2005 - present
Eagle Scout, Senior Patrol Leader, Troop Guide
Order of the Arrow Inductee

Relevant Coursework

EECS281 - Data Structure & Algorithms
EECS370 - Intro to Computer Organization
EECS373 - Design of Microprocessor-Based Systems
EECS473 - Advanced Embedded Systems *(Fall 2015)*
EECS482 - Intro to Operating Systems
EECS485 - Web Database & Info Systems *(Spring 2016)*
EECS489 - Computer Networks *(Spring 2016)*

Sites

Personal conmason.com
Github github.com/connormason
LinkedIn linkedin.com/masonconnor

Projects

BoozeBot Cloud database backed, Raspberry Pi and Arduino controlled cocktail-making robot that keeps track of users and amount spent per user

Sound Activated LEDGrid Whole-ceiling Arduino powered real-time RGB music visualizer and lighting system

Home Automation Outlets Wireless 4-outlet relay-controlled outlet boxes for easy automation of appliances and lights

Automation Control Center Wall mounted box allowing selection of room "scenes", controlling the LEDGrid and Home Automation Boxes wirelessly

Etch-A-Sketch 2.0 Etch-A-Sketch controllable via accelerometer or Wiimote with drawing replay functionality and playable games, using an FPGA and ARM Cortex M3

(more information and pictures of projects can be found on conmason.com)