

Connor Mason

Education

University of Michigan Ann Arbor, MI
B.S.E. Computer Engineering

May 2016 (*graduation*)

Work Experience

Apple Cupertino, CA

Hardware Engineering Intern

— Developed automation for hardware testing

May 2015 - present

John Deere & Company Moline, IL

Hardware Engineering Intern

— Redesigned a high-visibility company app toolset to drastically increase productivity
— Translated team requirements and feedback to develop time-saving web applications

May 2014 - Aug 2014

Abbott Laboratories Abbott Park, IL

Business Process Systems Intern

— Assisted in financial data system reorganization following a company split
— Managed and organized resolution of “out of tolerance” purchase orders

May 2013 - Aug 2013

Baxter Credit Union Vernon Hills, IL

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

Jan 2011 - Aug 2012

Activities

Triangle Fraternity

Vice President of External Affairs, Social Chair

University of Michigan Solar Car Team

Member, Microprocessing Division

Boy Scouts of America

Eagle Scout, Senior Patrol Leader, Troop Guide

Order of the Arrow Inductee

MRun Cross Country Club

Member

Relevant Coursework

EECS215 - Intro to Electronic Circuits

EECS216 - Intro to Signals & Systems (*Fall 2015*)

EECS270 - Intro to Logic Design

EECS280 - Programming & Data Structure

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*)

Projects

BoozeBot Cloud database backed, Arduino controlled cocktail-making robot

Sound Activated LEDGrid Whole-ceiling Arduino powered music visualizer

Home Automation Boxes Wirelessly controlled relay outlet boxes for automation

Automation Control Center Wall mounted box allowing selection of room “scenes”, controlling LEDGrid and other appliances

Etch-A-Sketch 2.0 Etch-A-Sketch controllable via accelerometer or Wiimote with replay functionality and playable games

Network File System Basic dist. file system

External Pager Memory management unit

Multithreading Library Implementation of thread library (locks/CVs/threads)

Sites

Personal connmason.com

Github github.com/connormason

LinkedIn linkedin.com/in/masonconnor