Corey Mason

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EDUCATION

University of California, Davis   *2016 – 2020 (expected)*
Bachelor of Science in Computer Science; CS GPA: 3.77   Davis, CA

EXPERIENCE

Sonos   *Summer 2018*
Software Engineer Intern, Voice Platform   Seattle, WA
- Implemented universal genre search functionality with localization and variety, resulting in hundreds of newly supported genres & music services across millions of speakers worldwide.
- Architected and built a content feedback collection website that will serve over 3500 initial users.
- Created a library to standardize & ease usage of an internal API, saving thousands of lines of code.

Horizons School of Technology   *Summer 2017*
Junior Software Engineering Instructor   San Francisco, CA
- Designed coding experience for over 120 undergraduate students by revising exercises for fullstack web technologies (Node.js, Express, MongoDB, React, Redux), mobile (React Native), and data structures.
- Refactored a tutoring Slack bot by building a modular asynchronous codebase using Promises and implemented a customized priority queue using Redis Lists.
- Held 1-on-1 office hours related to web/server technologies, code architecture, and scaling.

FRC Robotics Team 3482   *2013-2016*
Software Engineer   Campbell, CA
- Developed a team website that has since served instrumental in acquiring company sponsorships.
- Recruited and taught new members of the programming team Java and version control, tripling its size.
- Programmed image recognition & autonomous control, two of the most difficult aspects of the robot.

FEATURED PROJECTS

Keap App   *2017*
- Designed platform architecture for an ebay-like classifieds app and corresponding backend server.
- Created an initial prototype in React Native with fully functional authentication and search features.

Tutoring Slack Bot   *2017*
- Implemented and optimized commands in a Slack bot to assist connecting TAs to students in real time.
- Redesigned database architecture in order to more efficiently make connections and handle data across multiple classes/sections; prevented useless repetitions of data that were becoming a problem in use.
- Created a more modular, Promise based architecture that eases future software modifications that may need to be conducted by other developers in the project's life cycle.

UC Davis Formula One Team Data Logger   *2016*
- Programmed a live updating web interface for the club's data logger with a team of two other students.
- Hosted locally on a MEAN stack and reads data from the serial port to be stored/graphed.

AWARDS

First Place, Jane Street Electronic Trading Competition   *2017*
- Created a trading algorithm that outperformed 30 other teams comprised of other engineering interns.

TECHNICAL SKILLS

Languages	—	ES6 JavaScript/TypeScript, Java, C++, C, Python
Technologies	—	AWS, Node.js, React, Redux, React Native, HTML/CSS
Databases	—	MongoDB, Redis, MySQL
Testing	—	Mocha, Chai, Sinon