MASON GARRETT

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EMPLOYMENT HISTORY

❖ Game Developer Intern, MoonRift Entertainment .... May 2022 — Jul 2022

• Demonstrated leadership and management skills by guiding a team of 6 interns in the successful development of a 3D game in Unity using C#.

• Efficiently managed project tasks and ensured timely completion of objectives by creating and utilizing a Trello board to monitor progress and maintain project workflow.

• Delivered an engaging and comprehensive project overview to a substantial audience at the end of a 6-week project timeframe, highlighting excellent communication skills.

EDUCATION

❖ East Carolina University .... Aug 2019 — May 2023

Bachelor of Science, Computer Science; Minor in Composite Natural Science

Cumulative GPA: 3.4

Relevant Coursework: Software Engineering I, Software Engineering II, Algorithmic Problem Solving, Algorithms and Data Structures, Data Abstraction Object-Oriented Data Structures, Design/Analysis of Algorithms, Computer Networks, Database Management Systems, Web Applications, Cloud Computing

PROJECTS

❖ Punch-In (Employee Clock-In Clock-Out System) ....

- Collaborating with four other team members to design, develop, and deploy an efficient employee clock-in/clock-out system within a 12-week timeframe.
- Presenting progress updates every other week to ensure alignment and maintain transparency throughout the development process.
- Implementing Agile methodologies and following the Software Development Life Cycle (SDLC) while utilizing Confluence for task assignment and GitLab for version control in a Scrum team environment.
- Constructing the user-friendly front-end interface using HTML, CSS, and JavaScript to enhance user experience and satisfaction.
- Developing the back-end using .NET 7 API and Entity Framework with a C# programming language to deliver high-quality and scalable solutions..
- Creating a Microsoft SQL database using SQL Server Management Studio, with two models for employee view and admin view, to provide a seamless and secure data management system.

❖ Log-In System ....

- Created a basic login system utilizing Django, SQLite database, and Python to deliver a secure and efficient authentication mechanism.
- Developed an intuitive and user-friendly front-end interface using HTML and CSS.
- Designed and implemented aesthetically pleasing pages for logging in, signing out, and registering a new user.

❖ Personal Portfolio Website ....

- Designed and developed a visually appealing and highly interactive website using HTML, CSS, and Javascript to provide visitors with a deeper insight into my background and experience.
- Ensured the website is optimized for both desktop and mobile devices, allowing for a seamless browsing experience across different platforms.
- Currently in the process of publishing the project as a static website through AWS.