

# Shandler Mason

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## EDUCATION

### North Carolina State University, Raleigh, NC

Pursuing Ph.D. Computer Science

M.S. Computer Science

*Fellowships:* National GEM Consortium Fellowship, Provost's Doctoral Fellowship

*Expected 2026*

*Completed 2024*

### North Carolina Agricultural & Technical State University, Greensboro, NC

B.S. Computer Science with Minor in Applied Mathematics, *summa cum laude*

*Completed 2022*

## SKILLS

### Technical

- **Languages:** Python (Advanced); Java, Ruby, JavaScript (Intermediate); Objective-C, SysML (Beginner)
- **Tools:** Jira, Confluence (Project Management); VSCode, Eclipse, NetBeans, Xcode, IntelliJ (Development Environments); GitHub, Bitbucket, Tower (Version Control); Insomnia (API Testing); Cameo Systems Modeler (Modeling)

### Organizational

- **Communication:** Delivered **technical presentations** via **Microsoft PowerPoint** to 50+ scholars and practitioners at internships and international conferences; authored 4 **publications** in Software Engineering and Human-Computer Interaction
- **Leadership:** Innovated and directed 2 **interdisciplinary** research studies; developed 2 **qualitative and quantitative** study designs; **mentored** 10+ students on mixed-methods data analysis via **Microsoft Word** and **Microsoft Excel**
- **Interviews:** Designed, coordinated, and conducted interviews with 40+ participants to analyze behaviors in research studies
- **Recruitment:** Recruited 40+ developers for 2 research studies by designing targeted materials and executing online/in-person outreach

## INTERNSHIPS

### The Aerospace Corporation

*Graduate Intern II*

Summer 2024

- **Enhanced user experience by 5%** through documenting cost-tracking information and optimizing the website interface using HTML and CSS
- Improved decision-making capabilities for users by researching and integrating future **space policy** developments into a user-friendly website

*Graduate Intern I*

Summer 2023

- Streamlined software testing and **improved stakeholder engagement by 3%** by updating the website UI and presenting a prototype to 5 stakeholders
- Strengthened systems engineering processes by developing 2 models and 4 metrics, effectively visualizing 10+ software system requirements

*Graduate Intern BS*

Summer 2022

- **Enhanced mission planning flexibility by 1%** through implementing Python libraries and co-developing a baseline predictor algorithm, improving validation and verification testing
- **Increased contractor resource accessibility by 2%** on a Digital Engineering site by summarizing 20 Model-Based Systems Engineering documents

### Target Corporation

*Software Engineering Intern*

Summer 2021

- **Improved tool stability by 1%** to enhance client issue resolution by integrating API data, optimizing the search page with Praxis, and implementing unit/integration tests with Cypress
- **Boosted data handling by 3%** through redesigning Python support scripts to generate JSON request bodies and utilize an API endpoint

### The New York Times

*Software Engineering Intern (iOS)*

Summer 2020

- **Collaborated with a 6-member team** to develop a Swift game prototype and [publication](#), enhancing project visibility and showcasing gameplay
- **Improved user engagement by 1%** through prototyping in-app linking to other games, facilitating user discovery

### Facebook

*Facebook University Engineering*

Summer 2019

- Demonstrated rapid development skills by recreating popular mobile apps (Netflix, Twitter, Instagram) using Objective-C
- Drove product innovation by collaborating with an Agile team to develop a travel itinerary app and pitching the concept to engineers
- Led the design and development process by creating schemas, sprint plans, wireframes, and delivering a Minimum Viable Product

## RESEARCH PROJECTS

### Recruitment Challenges in Software Engineering Research

*Graduate Research Assistant | NC State University*

Current

- **Expanded participant engagement by 30%** through an international recruitment initiative, conducting 20 interviews and coordinating compensation
- Designed and organized a virtual interview study, developing 20 targeted questions, dedicating 20 hours per week for **qualitative** data collection

### Remote Pair Programming Interactions

*Graduate Research Assistant | NC State University*

March 2023 – August 2024

- Introduced new coding collaboration insights by designing and managing a pair programming research study, facilitating 12 two-hour coding sessions and conducting 24 retrospective interviews employing mixed-method analysis
- **Mentored 5 undergraduate students** in mixed-method data analysis through collaboration and hands-on training
- Showcased research impact by publishing and presenting 2 papers to faculty and peers at an international conference