

Kenneth Mason

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Education

Stevens Institute of Technology – Hoboken, NJ

B.S. with Honors in Computer Science

May 2021

Honors: Presidential Scholarship, Dean's List

Skills

Languages and Technologies - Proficient: JavaScript, Java, Python, C++, Node.js, Express.js, HTML/CSS, SQL, OCaml
- Experience in: C, C#, React, Bootstrap, Assembly, Erlang, Scheme

Tools - Git, MongoDB, Docker, Google Cloud Platform

Relevant Experience

Forkist – Hoboken, NJ

Aug 2020 – Present

Software Engineer

- Developing the backend of a mobile food-finding application and social network in Node.js with MongoDB to create a REST API using the Express framework
- Reduced loading times by implementing pagination on different features, including the global feed
- Designing the architecture for and developing the push notification service for the app, using Google Cloud Run, Cloud Pub/Sub message queues, and the Node Expo Server SDK
- Manage backend development by identifying and prioritizing work and conducting code reviews for everything on the API

Stevens Institute of Technology – Hoboken, NJ

Aug - Dec 2018

Teaching Assistant

- Taught lessons and instructed lab periods for an Intro to Computer Science course
- Manually debugged student coding assignments
- Created and ran scripts to test and grade student code while locating errors
- Held office hours to help students understand core concepts of computer science and object-oriented programming
- Created rubrics for and graded all assignments and exams administered in the course

Dwight-Englewood School – Englewood, NJ

Jun - Aug 2017

Computer Services Intern

- Maintained, troubleshooted, fixed and replaced parts for computers, printers, projectors and other hardware
- Troubleshooted and corrected software issues in a variety of computer systems on campus
- Created macros in new languages to automate system setup for hundreds of new students
- Manually set up accounts, profiles, and system access for hundreds of incoming students, as well as setting up new MacBook Pros with each of those accounts for every individual student

Dwight-Englewood School – Englewood, NJ

Jun - Jul 2017

Teaching Assistant

- Utilized the Unity game engine to teach the basics of 3D game design to young students
- Wrote and debugged code for the course in C#
- Taught the basic principles of programming languages and their use in creating games and simulations

Hack River Dell – Oradell, NJ

Dec 2016

Hackathon Organizer

- Helped create and organize the first ever Hack River Dell competition
- Ran Introduction to HTML/CSS workshops during the competition

Honors & Achievements

Eagle Scout

Feb 2017