Mason Allison

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EDUCATION

The University of South Carolina | Columbia, SC
B.S. in Computer Science | Minor in Business Administration | GPA: 4.0
Awards: President's List, Academic Scholar - Excellence Scholarship, Terry Floyd Computer Science Scholarship
Expected Graduation: May 2027
Relevant Courses: Algorithmic Design I & II, Digital Logic Design, Unix/LINUX, Computer Information Systems in Business

TECHNICAL SKILLS

Programming Languages: Java, Python
Operating Systems: Windows XP, Linux, MacOS
Other Skills: Excel, Git/Github, HTML, CSS, Java Swing, Object Oriented Programming, Pivot Tables, Spanish (CEFR A2), Financial Accounting

PROJECTS

Triangle Aquatics L.L.C./Coastal Carolina Supply/Aquatic Management Group | Lifeguard | Cary, NC
Summer 2021 - Summer 2024

- Collaborated with a team to keep a safe and well run environment at a main pool of over 300 members
- Demonstrated leadership, teamwork and social skills by training 10 new employees
- Strengthened my analytical expertise by overseeing the money made from the snack bar
- Improved attention to detail by inspecting the chemicals of the pool
- Attained time management and organization skills by working at 5 additional pools and was responsible for a total of over 1000 members

EXPERIENCE

Calculator | Personal Project | Java **September 2024**

- Developed an interactive calculator application in Java with a graphical user interface (GUI) using Swing.
- Implemented core mathematical operations including addition, subtraction, multiplication, and division, along with support for decimal numbers and negative values.
- Applied Object-Oriented Programming (OOP) principles, utilizing event-driven programming to handle user inputs through action listeners.
- Enhanced efficiency in coding and debugging

Video Game Database Management | Class Project | Java **September 2024**

- Developed a comprehensive video game database management system in Java, utilizing custom-built generic linked lists for efficient data storage and retrieval.
- Designed a command-line interface to load, search, and manipulate video game records stored in text files, allowing users to search by game name, console, or both with flexible search criteria.
- Programmed file I/O functionality to read from and write to tab-delimited text files with the option to append, enabling persistent storage of video game data.
- Created a fully functional data model (VideoGame class) to represent each video game with attributes like name and console, ensuring modular and reusable code.