

Mason Schafer

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EMPLOYMENT

Software Engineer	MonsterConnect	Apr. 2022 - Current
<ul style="list-style-type: none">- Lead engineer for Pong, which is a virtual sales floor product. Took roughly 6 months to build out an MVP and begin getting clients on-boarded to the platform.- Worked with the Lead of Marketing to create an internal lead tracking software that supported our sales team. Integrated with our Salesforce platform for reporting and record generation. Helped the Lead of Sales track sales efforts and incentivized the sales team to stay on top of their leads.		
Salesforce Admin / Dev	Zingas Home Solutions	Jan. 2021 - Apr. 2022
<ul style="list-style-type: none">- Collaborate with peers, business partners, and various support teams to provide continuous improvement.- Use Salesforce reporting to ask questions and visualize data for the Sales, Marketing, and Operations department.- Lead the development of internal applications such as an email signature generator and a complete mobile application that includes the org chart and QR codes for customers to scan and leave feedback for the company.		

PROJECTS

Personal CDN | cdn.qwdbt.xyz/

- Used for personal media uploads to share with friends and family
- Built with NodeJS, Express, and TypeScript
- Notable features: Caching, Secret API key for uploading / deleting, support for images and videos
- Example of an upload: <https://cdn.qwdbt.xyz/clbb11n6q00005r0vlfyktg26>
- All hosted on a Google Cloud kubernetes cluster using Docker images and the Google Container Registry
- All of the media is hosted on Cloudinary and programmatically retrieved from them

[HIBP API V2](#) [golang HTTP client](#) | [GitHub](#) | [Package Ref](#)

- Built as a personal project to learn more about how HTTP works inside of golang.
- Features: pre-built HTTP client or ability to create your own custom HTTP client with custom params. Predefined methods to easily make use of the HIBP API endpoints (Examples on the GitHub README)

EDUCATION

Remote	Butler University	Jan. 2020 - June 2020
<ul style="list-style-type: none">- 6 months and 1,000 hours of hands-on learning, programming, and building/testing web apps.- Engaged in daily pair-programming and collaborative problem solving.- Course material focused on React, JavaScript/TypeScript, Python, SQL/NoSQL, testing, and best practices.- Graduated at the top of my class alongside the remaining 20% of the initial cohort.		