Mason Leitch

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Education

University of the Fraser Valley *Abbotsford, BC*
Bachelor of Science, Computing Science (GPA 3.63) January, 2024

Experience

Software Developer (Contract) American Defense Alliance – Remote August 2024 – Present

- Sole developer of full-stack event platform for a defense industry startup, used by thousands of attendees annually
- Delivered full-featured site weeks ahead of launch, replacing stalled Wix build and accelerating go-to-market timeline
- Architected scalable system for dynamically rendering 20+ pages per event using TypeScript models and Next.js routing
- Built semi-automated content ingestion pipeline using Google Sheets + custom scripts to populate speaker databases
- Optimized asset delivery with AWS CloudFront for low-latency load times across a primarily U.S.-based audience
- Created internal admin tools for non-technical staff to upload and manage event content, reducing developer overhead
- Designed modular architecture for managing recurring event features: agendas, speaker rosters, sponsorship tiers, and post-event recaps (including video galleries and lightbox UIs)
- Collaborated with cross-functional stakeholders to build UX tailored for networking between SMEs and defense primes, enhancing event visibility and registration flows

Software Developer (Contract) Modulo Software Inc. – Chilliwack, B.C. June 2024 – Present

- Collaborated with engineering teams to architect a full-stack Django web application, translating complex structural requirements into an intuitive interface, reducing drafting time from hours to minutes
- Developed a Python CAD analysis tool to automate structural support detection/tributary area calculations in architectural plans, reducing manual review time and improving load-calculation accuracy for engineering teams.
- Modernized legacy drafting tool by refactoring monolithic code into modular, scalable components using OOP principles
- Designed and deployed 36 PHP-based structural engineering calculators for load analysis/design compliance

Projects

MapleStory Tools Project (Link) GitHub

- Designed and deployed a React/TypeScript platform hosting several game tools to 10k+ monthly active users
- Engineered high-performance Next.js frontend with server-side rendering and CloudFront-optimized asset delivery for thousands of items and images fetched via REST API
- Scaled infrastructure using AWS DynamoDB, S3, Lambda, and API Gateway to handle growing database and content delivery needs for a global audience
- Developed automated data mining solution and ETL pipeline in C# and Python to track 1000+ in-game shop items, powering a database to allow users to track upcoming and past sales
- Implemented responsive design with Tailwind CSS and established TypeScript practices for improved maintainability

Medical Aesthetics Booking & E-Commerce Platform (Client: Phace) (Link) GitHub

- Built a full-featured booking and storefront site for a small business in the medical aesthetics space, integrating tightly with Square APIs to integrate existing workflows
- Designed fully customized booking flow using Square Appointments API with add-on support via custom backend logic
- Engineered secure checkout system for both services and physical products using Square Web Payments SDK, with custom backend routes for cart/order flow with credit card tokenization and order processing tied into in-person POS system
- Architected API integration layer using Next.js App Router to support dynamic routing, server actions, and edge caching
- Implemented multi-platform responsive UI with Tailwind CSS and TypeScript to match brand styling and UX expectations

Skills & Interests

Languages: TypeScript, JavaScript; Python; PHP;
Cloud/Infrastructure: AWS (DynamoDB, S3, API Gateway, Lambda, CloudFront)
Libraries: React; Next.js; Django; Laravel
Tools: Git, Neovim