

# Mason Beale

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Computer science major with a love for creating, seeking to get into development, preferably into creating fun, dynamic, and new worlds with game dev, but excited about creation in any areas of software development.

## Skills

Java  
Git/Github  
Leadership

C++  
Linux  
Public Speaking

C# w/Unity Engine  
HTML/CSS/Javascript  
Communication

## Education(ABET Accredited)

Cedarville University, Cedarville OH - *Computer Science(B.S)* - GPA: 3.03  
August 2020 - May 2024 : Junior

## Professional Experience

- *Alliance for Paired Kidney Donation - Software Engineering Intern - May 23, 2022 to present*
  - Work on production grade medical software, both front and back end features/bug fixes as well as unit/GUI testing
  - Using the language Lucee, an open source version of Adobe's cold fusion(CFML),as well as Javascript for some front end functionality
  - Learning the basics of their production pipeline
  - Using in a variety of ways, postgresQL, both in code and in the terminal
  - Implemented from scratch GUI testing using the Selenium framework in Python
- *DJ, programs and promotions director and 88.9fm WSTB - 2017-2020*
  - 2017 to 2020: On air host including some time the night show host(a premium spot)
  - 2018 to 2020: Assistant and later full promotions director in charge of all station promotions
  - 2019 to 2020: Programs Director in charge of evaluating other DJs for on air quality
- *Assistant music director at Resound Radio - 2021 - 2022*
  - Tasked with administering music surveys, selecting new music, and creating the on air music lineup with the automation software
- *Occasional carpentry work with TCI carpentry*

## Personal Experience

- *Learned the basics of Docker using an online Docker Dojo*
- *Worked on menu, basic NPCs, and character controller during Global Game Jam in '21 (Unity)*
- *Worked on menu, win logic and character controlling and selection for Global Game Jam '22 (Unity)*
- *Worked on two person team developing a game in summer '21 using Unity & Git*
  - Taught the other member( project creator and located in Europe) the basics of Git such as adding, committing, branching and merging with Unity/GitHub
- *Learned things such as Game Design, programming practices, Git, and C# with online courses*

## Personal Projects

- *Command line version of "Solitaire" in Java*
- *Personal website*
  - Used to learn HTML/CSS, hosted with AWS S3
- *Simple Tac-Tac-Toe game in the Kotlin language*