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	C++	C# w/Unity Engine
Git/Github	Linux	HTML/CSS/Javascript
Leadership	Public Speaking	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 with Unity*
- *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*