

Mason Pierce

Senior Software Engineer

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SUMMARY

Software engineer with expertise in full stack development, specializing in browser-based or user-facing technologies. Adept at leading teams and project management, with strong interpersonal and communication skills that foster a positive team culture. Demonstrates product-oriented thinking and versatility in handling a wide range of tasks, from UI to edge hardware. Committed to delivering user-centric solutions in a dynamic environment.

PROFESSIONAL EXPERIENCE

CAMIO

San Mateo, CA

Senior Software Engineer

February 2023 - October 2023

- Integrated cutting-edge CV research into product in < 1 week, enabling users to create [custom models](#) in < 72 hours using in-browser segmentation.
- [Modernized core application](#), increasing developer onboarding speed by ~92% and overall development speed by 36x.
- Enhanced autocomplete search, doubling search space while reducing search time per keystroke from 10ms to <0.05ms.
- Delivered bug fixes and maintenance on tight deadlines to retain key referenceable clients.

Software Engineer

August 2021 - February 2023

- Conducted interviews and created interview questions for various positions.
- Reduced live streaming latency from 8s to 0.5s and removed middleman server in 90% of cases using WebRTC.
- Developed [interactive video player](#) with WASM for faster feature iteration and improved user experience.
- Implemented Auth0 authentication, enabling support for SAML, Active Directory, SSO, and RBAC.
- Developed k8s containers for edge devices on [Flex](#) for initialization, networking, and heartbeat.
- Pitched product with team at a 3-day tradeshow, generating 90+ leads.
- Implemented various productivity and documentation practices to ensure cross-team communication and clarity.

Frontend Engineer Intern

July 2020 - August 2021

- Developed [Camio website](#) using Vue and Nuxt.js, reducing dev cycles and automating CI/CD with Github Actions.

TECH4GOOD LAB

Santa Cruz

Fellow and Undergraduate Research Assistant

March 2018 - July 2020

- Defined the main user interface, ran usability tests, and led a team of 6 through building [causeway.soe.ucsc.edu](#).
- Led a team of 10 to design, build and release [tech4good.soe.ucsc.edu](#).

EDUCATION

UNIVERSITY OF CALIFORNIA, SANTA CRUZ

Santa Cruz, CA

Bachelor of Science, Major in Computer Science; Minor in Technology Information Management

Graduated June 2021

GPA 3.73/4.0

Achievements: Cum Laude, 2x Track and Field All-Academic, 1x NCAA Most Valuable Field Athlete

SKILLS

- **Programming Languages:** Typescript, Javascript, Node.js, Python, Java, Bash,
- **Frameworks and Technologies:** Vue 2/3, Nuxt.js/Nuxt3, FastAPI, WebRTC, Websockets, Git, WebAssembly, Github Actions, React
- **Cloud and Containerization:** Google Cloud Platform, Docker, Docker-Compose, Kubernetes, Distributed Systems
- **Other:** Maintaining and migrating legacy systems, architecture design, design (Figma, UX), project/product management, Authentication (Auth0), computer vision, ONNX models, pitching and demoing product and/or features