Mason Schleu

`Software Engineer`

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PROFESSIONAL EXPERIENCE

Escalation Software Engineer Team Lead, Berkshire Grey – Mobile Robot Business Unit

`March 2021 – present // Bedford, MA`

> Responsible for designing, implementing, and maintaining software that integrates and enhances a robotic sorting system consisting of 225 robots which process 15,000 packages/hr.
> Work with operations and support personnel to troubleshoot issues that arise at customer site.
> Architect systems and tooling to improve response time to customer needs.
> Travel as company representative to customer facilities to perform live demos and ensure on schedule delivery.

Cyber Software Engineer, Lockheed Martin – Cyber Network Interface Device (CNID)   Active Top Secret

`December 2018 – present // Louisville, CO`

> Developed Python framework to automate the testing of thousands of CNID requirements.
> Designed automated cross-platform build and deploy system in Python that streamlined team's development workflow.
> Collaborated with external entities such as QA and customer to facilitate efficient delivery events.

*Embedded Software Enginee*r, Lockheed Martin – Software Defined Satellites (SDS)

`May 2018 – December 2018 // Louisville, CO`

> Developed the backend for the configuration service in C++ which handled requests from json, yaml, and ZooKeeper.
> Wrote high quality documentation using Sphinx and Doxygen for all SDS services used by developers and users.
> Used YOCTO to configure, build, and deploy custom Linux kernel images to target platforms.

Undergraduate Research Assistant, University of Nebraska, Omaha

`Fall 2016 – Spring 2018 // Omaha, NE`

> Collaborated with medical doctors and human research subjects to develop user-friendly biomechanical devices.
> Coded mobile smartphone apps in Java and C# to quantify mobile sensor data from human motion.
> Presented research at conferences to small audiences with wide range of backgrounds.

Software Developer Intern, National Strategic Research Institute

`Spring 2017 – Spring 2018 // Omaha, NE`

> Developed AR applications for the Microsoft HoloLens in Unity using C# to enable gesture and voice control of planes.
> Communicated information to non-technical stakeholders via video tutorials and documentation.

TECHNICAL SKILLS

Programming Languages: Python, C/C++/C#, Bash, Make, HTML/CSS, Java, Assembly, Verilog, VHDL
Programs/Tools: Jenkins, Atlassian suite, AWS, Microsoft Office suite, Kafka, MongoDB, Zookeeper
Operating Systems: Ubuntu, Red Hat, Docker, YOCTO, LXC, VMs, kernel modules, Systemd, bootloaders

EDUCATION

B.S. Computer Engineering, University of Nebraska, Lincoln

`2014 – 2018 // Omaha, NE – Peter Kiewit Institute`

> President of the University of Nebraska Omaha Maker Group   2018