Mason Schleu

Software Engineer
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SUMMARY

Agile Cyber Software Engineer with active Top Secret security clearance and 3+ years of programming experience deve loping Python and C++ test code. I currently work on a fast-paced, multidisciplinary team at Lockheed Martin where my job is to develop tests and detect bugs for the F-35 to ensure software meets customer requirements. My three main focuses are automation, testing, and cyber security.

TECHNICAL SKILLS

Programming Languages: Python, C/C++/C#, Bash, Java, Assembly, Verilog, VHDL, HTML/CSS
Development: Unit testing, telemetry, debugging, optimization, data collection, technical reports, detail oriented
Programs: Jenkins, Jira, Bitbucket, Confluence, Microsoft Office, Visual Studio

PROFESSIONAL EXPERIENCE

***Cyber Software Engineer*, Lockheed Martin – Cyber Network Interface Device (CNID)**
December 2018 – present // Louisville, CO

> Developed Python framework to automate the testing of thousands of CNID requirements.
> Designed automated build and deploy system that streamlined team's development workflow.
> Setup CI infrastructure, providing CNID sufficient time to test and ensuring on schedule delivery to customers.
> Analyze nightly report data to detect and understand anomalies in the CNID using data to drive development and fixes.

***Embedded Software Engineer*, Lockheed Martin – Software Defined Satellites (SDS)**
May 2018 – December 2018 // Louisville, CO

> Developed the backend for the configuration service which handled requests from json, yaml, and ZooKeeper.
> Wrote Sphinx and Doxygen documentation for all SDS services for developers and users.
> Wrote unit tests using Google Test ensuring 100% code coverage.

***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 biomechanics devices.
> Coded mobile smartphone apps in Java and C# to quantify 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.
> Deployed and debugged AR applications in Visual Studio.
> Communicated information to non-technical stakeholders via video tutorials and documentation.

PROJECTS

> Team designed Android app, pcb, and embedded software to track foot temperature using Bluetooth sensors.
> Self-taught web development in HTML/CSS and deployment using AWS to showcase my portfolio (link).
> Android VR application using Unity, designed to challenge human subject's balance. Featured at Kaneko KINETIC art exhibit.

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