

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 2,500 robots which processes 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 Engineer, 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

Libraries: Confluent Kafka, MongoDB, Zookeeper, Async Tornado

Platforms: Kubernetes

Software: Jenkins, Atlassian suite, AWS, Microsoft Office suite

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