Nina Mason

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SUMMARY

Software engineering senior proficient in Java, Python, C/C++, and web-based development, currently applying design patterns, UI/UX principles, and collaborative project management in both portfolio projects and through sponsored capstone project. Seeking a Spring 2026 internship or full-time role upon Summer 2026 graduation to contribute to software design, development, and testing in a professional environment.

EDUCATION

B.S.E., Software Engineering
Arizona State University, Tempe, AZ
GPA: 3.82
Expected Graduation: June 2026

TECHNICAL SKILLS

Programming Languages: Java, Python, JavaScript, C, C++, C#, HTML/CSS
Frameworks & Libraries: JavaFX (MVC), Java Swing, Tkinter, Streamlit
Databases: MongoDB Atlas, MySQL, JSON-based data persistence
Tools & Build Systems: Git/GitHub, Gradle, YAML prompt configuration, Figma, Astah, Lucidchart, Taiga
Back-End & APIs: REST APIs (basic), LLM prompt engineering, multi-step reasoning pipelines
Operating Systems: Windows, macOS, Linux
Additional: Arduino (sensor integration), MIPS Assembly, video editing for demos

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PROJECTS

Self-Learning AI Tutor—Capstone Project (Sponsored by MyEdMaster)

Fall 2025-Spring 2026

- Built an adaptive tutoring platform using Python, Streamlit, and MongoDB Atlas, integrating multi-step reasoning and skill evaluation.
- Implemented YAML-based prompt configuration system and redesigned prompts for improved model stability and reasoning accuracy.
- Added logic to identify partially correct student steps, producing more supportive, detailed feedback and improving LLM interpretability.
- Collaborated in an agile team using GitHub, branch workflows, Taiga boards, and weekly sponsor demos; reviewed and merged PRs and contributed to core reasoning pipeline improvements.
- Troubleshot LLM errors, refactored code, and improved the app's reliability by restructuring the prompt loader and fixing evaluation flow issues.

GPS Distance App—Personal Project

Fall 2025

- Built both CLI and JavaFX GUI applications for calculating haversine distance, travel time, and managing route data with JSON persistence.
- Developed interactive UI features including route creation, selection, editing, and dropdown-based navigation.
- Integrated a mapping API to visualize routes, embedding dynamic HTML maps into JavaFX components.
- Automated builds and packaging using Gradle, preparing the app for standalone distribution.
- Demonstrated strong self-directed learning in APIs, UI design, data modeling, and software architecture.

Memoranda Software → Bus Scheduler Transformation—Team Project

Spring 2025

- Applied Scrum methodology in a five-person team to refactor and extend a legacy Java codebase.
- Implemented backend bus routing functionality and contributed to a GPS mapping UI.
- Refactored major components to align with evolving client requirements, while maintaining working software and improving usability.

Image Filter Processor—C Systems Programming Project

Fall 2024

- Built a BMP image processing tool in C to apply filters using efficient memory handling and multithreaded execution.
- Implemented pthreads to parallelize processing, improving performance and demonstrating low-level concurrency skills.

Connect4 JavaFX Game—Academic Project

Summer 2024

- Developed a fully interactive JavaFX Connect4 game with complete game logic, win detection, and UI animations.
- Applied clean architecture and UI design principles to create a polished gameplay experience.

WORK EXPERIENCE

Starbucks, Loveland, CO

Associate
May 2018 – Present

- Trained and mentored over 10 new team members, ensuring high onboarding and service standards.
- Managed high-volume shifts during peak hours, enhancing multitasking and problem-solving skills.
- Recognized as Partner of the Quarter for leadership, consistent high performance, and teamwork.
- Completed the elite Coffee Master Program to enhance coffee knowledge and expertise.