

Mason Beale

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Full-time software engineer with a love for creating, with a passion for creating fun, dynamic, and new worlds with game dev, but excited about creation and problem solving in any areas of software development.

Education

Cedarville University (ABET Accredited)
B.S. Computer Science; GPA: 3.3

Cedarville, OH
May 2024

Professional Experience

T-Cetra **Jr. Software Engineer** **May 2024–Present**

Migrated logging and monitoring solution from Kibana to Datadog by updating service logic, packages, dependency injection, etc

- Continued work and improvement on the logging system after initial rollout to gain more detailed and helpful insight into the system
- Implemented numerous alerts and dashboards to increase observability and gain quick insight on errors and outages, and assists in error investigations to determine root causes
- Fixed bugs to reduce tech debt, reduce errors, and improve logs
- Helped coordinate and answer questions for external partner to reduce workload for senior developers

Nationwide Insurance **Software Engineering Intern** **May 2023–April 2024**

- Worked with the Kafka event team to add documentation, increased code clarity and better user experience to an internally made demo app
 - Spent time working through Kafka training to be better equipped for this role
- Reviewing internal entry-level based training on foundational software tools and skills, as I work through the training, along with developing additional course material and improvements as needed, and assisting during the live training sessions
 - Including tools such as Docker, Kubernetes, Jenkins/Concourse, Git/GitHub, and software engineering principles such as SOLID and clean coding
- Created junit test suite for Spring API code base
- Developed jobs in Talend for conversion of historical data to Snowflake
- Implemented automated Concourse pipeline to run Twistlock scans and post Teams messages with results

Alliance for Paired Kidney Donation **Software Engineering Intern** **May 2022–April 2023**

- Developed production grade medical software, both front and back end, with Lucee/CFML, Javascript, and postgresQL
- Implemented, from scratch, GUI testing using the Selenium framework in Python

Personal Experience

- *Developed a full stack “leaderboard” application using Spring Boot, Angular, Docker and MySql that displays the top user scores with the option for detailed user info, utilizing multiple Angular components and numerous spring Rest endpoints to easily talk between the front and back end*
- *Created SpringBoot web app that saves user inputs to a database which can be read back to the user on another page using basic microservice architecture*
- *Worked as Lead Developer and team lead on a yearlong Unity C# senior project, managing tasks for the team, assisting other members and developing features such as UI, a full JSON based dialogue system, and game managers, along with coordinating meetings and requirements from our external client*
- *Semester long development during scholarship on a mock student planning site that implemented HTML, CSS, Js, React, C#, and SQL*
- *Created and led a 4 hour hands-on session at CodeMash 2024 teaching other developers the basics of Unity 3D including the programming, level design and basic UI*