

Nicholas Mason

Software Developer

Langley, BC

An analytical mind with a love of getting lost in a problem and emerging with a solution.

Years of Programming experience	Web Development	Game Development - Unity
Software Development	Adobe Creative Suite	Native English Speaker
Interaction Design	Eclipse, IntelliJ, Visual Studio	Collaborative and Independent
Android Development	Advanced Windows, Linux, Mac OS	Academic writing experience

Education

Bachelor of Science in Interactive Arts & Technology

09/2013 - 09/2018

Simon Fraser University

Programming and Software design

Game Design in Unity Game Engine

Computer Science Courses

Web Design/Development

Algorithms, Memory Allocation, Architecture

Front-End Interface and Back-End Server

Interface, User Experience and HCI principles

Qualitative research in HCI

Experience

Real Bean Education

06/2017 - 08/2017

Intern Android App Developer

- Established the company's Android app with web communications, JSON requests, and basic user interface.
- Ensured a smooth user experience through the use of multithreading.
- Wrote extensive documentation for the benefit of potential future developers.
- Further developed skills in Java, HTTPS, and Android software development.

Technical Skills

Java	PHP	Node.js	WebRTC
C#	SQL	HTTP	Software Architecture
Scala	Git/SVN	Eclipse, IntelliJ	Algorithms
HTML/CSS	JavaScript	Windows, Linux, Mac OS	Game Design

Projects

Hoc Talk

11/2018 - 12/2018

Web-based video conferencing app

Hoc Talk is a video conferencing web app written in JavaScript. Using a Node.js server for signaling, Hoc Talk works peer-to-peer via WebRTC and uses Socket.IO for messaging between clients and the server.

I had worked with JavaScript before in university, and wanted to fill out this experience by developing something useful, cool and convenient. The app is currently functional, and ongoing development is focused on new features.

Company App for Real Bean Education

06/2017 - 08/2017

NDA restricted project

The spec for this project has it sending JSON requests to the company servers to request different kinds of information, and then receiving responses and processing them for presentation to the user.

This project had me working with multithreading and the Java.net HTTPS request libraries. This was a fun project to work on and I consider it highly valuable experience in building enterprise software as a change from personal/school projects.

Siege Engineer

01/2018 - 04/2018

2D Base Management game developed in Unity

In Siege Engineer, the player controls a lone engineer defending against an army attacking his/her castle. It is up to the player to gather resources and repair structures to hold out until the end.

My role was Team Leader and Programmer, and I worked with with 4 other students. I wrote C# code to develop the game's controls and states, and organised team meetings to unify the game's vision in an unfamiliar genre.

Learning Scala - Jason Swartz

05/2018 - 08/2018

Personal project to complete the book's exercises

I finished this book with a friend to learn Scala since its functional principles intrigued me. I worked through each chapter of the book and completed the various challenges. I continue to find the language highly efficient and useful with its powerful match expressions, for comprehensions and expressions.

Other Work Experience

Mcdonald's Restaurants

11/2012 - 08/2013

Front Counter/POS

Interests

Technology - Software, hardware, the industry and its future have been a great interest in my life.

Gaming - An avid player for most of my life, gaming is a fascinatingly powerful medium due to its interactivity.

Reading - I read about a variety of nonfiction topics and have a love of great fiction.

The Internet - I love learning about the internet, internet culture, architecture and security.

Sports - I practice archery and weightlifting, and maintain a good knowledge base in fitness.