


CONTACT

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Coraopolis

Pittsburgh, PA

EDUCATION



PENNSYLVANIA STATE UNIVERSITY

Software Engineering, BS
Minors in Computer Science and
Management Information Systems
2017

LANGUAGES

Kotlin, Java, C#, JavaScript,
React.js, Python, Node.js,
C++, C

SKILLS

Enterprise Architecture,
Android Native, TDD,
Relational Database
Architecture, Extreme
Programming, Rapid
Prototyping, Strangling
Enterprise Monoliths

MASON TOY

SOFTWARE ENGINEER

EXPERIENCE

DICK'S SPORTING GOODS, SOFTWARE ENGINEER

(April 2018 - Current)

Worked on several highly scalable, resilient and fault tolerant applications deploying to multiple cloud locations for high availability. During my time on the Perpetual Inventory team, I helped create real time inventory positions within stores as well as numbers for the eCommerce platform. These services are synchronized with one another via event-based messages to ensure inventory integrity and accuracy.

I also worked on the Store Inventory team which worked on replacing a legacy system and old technology to receive all inventory coming into Dick's Sporting Goods stores. This team worked in creating several micro services which are connected via a discovery client to discover the other nodes. The front end was created for Android Native using MVVM and the Kodein framework.

USG INSURANCE, SOFTWARE ENGINEER

(May 2016 – April 2018)

I worked on systems to create data driven webpages that change based on input and values entered as well as extensive reporting abilities so that brokers could have comparable data to make decisions with. The front end to display this data was created using Knockout.js and Kendo UI that was injected from a .Net MVC backend.

RELEVANT PROJECTS AND AWARDS

Mixed Reality Training: Fall 2016 – Spring 2017

Created a life-like dynamic training experience for Erie Insurance claims adjustors right in their own space. User is able to: generate a spatial mesh of the room by gazing at walls, ceilings, and floors; choose a training module to dynamically generate holographic objects into their space; and take assessments on the damaged items to test their claims adjusting knowledge. MR Training was built in Unity and run on the Microsoft Hololens utilizing the Mixed Reality toolkit.

Dick's Sporting Goods Hackathon 1.0: Fall 2018

Created an application that would match donors with an athlete who needed equipment, transportation and spaces available to practice or play. The backend was done in .Net Core and the front end was done in React.