


CONTACT

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**128 Chestnut Ridge Dr.
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EDUCATION



PENNSYLVANIA STATE UNIVERSITY

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

LANGUGES

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

SKILLS

Enterprise Architecture,
Hololens Development,
OOP, Relational
Databases, Agile
Development, Rapid
Prototyping

MASON TOY

SOFTWARE ENGINEER

EXPERIENCE

DICK'S SPORTING GOODS, SOFTWARE ENGINEER

(April 2018 - Current)

At Dick's Sporting Goods, I have worked on several projects that be must scalable, deployed to multiple cloud locations and be fault tolerant. These applications help provide real time inventory positions within the stores as well as for the eCommerce platform. These services are all synchronized with one another via event-based messages to keep inventory as accurate as possible. Another project manages the automation of user creation for call center agents which scale up rapidly and can rapidly decline in population. Technologies used: .Net Framework, Spring Framework, Kafka, RabbitMQ, Redis and multiple databases of varying types.

USG INSURANCE, SOFTWARE ENGINEER

(July 2017 - 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.

GATESMAN AGENCY, SOFTWARE INTERN

(May 2016 - August 2016)

Developed webpage to improve clarity and understanding about the Brandtern program for internships. Created an interactive company map from SVG images. Used SASS for the front-end PHP, and JQuery to accomplish most of the page's functionality.

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.

Hack PSU

Fall 2016

Created this application using the Express framework, Node.js, HTML, CSS, and JQuery. The system uses a microphone on your computer to listen to a lecture or meeting. The application picks up words, creates a transcript, and annotates with keywords, phrases, and ideas.