

Mason Zarns

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Software Engineer III at Pearson. Ships when requirements are fuzzy and deadlines are tight; sets the AI-assisted engineering practices that tech leads and architects follow; the engineer other teams route to when they're blocked.

SKILLS

Languages: Java, Python, SQL, TypeScript, Kotlin, Rust

Platform: Azure, AWS, Spring Boot, Angular, Terraform, Docker, Kubernetes, Splunk, New Relic

AI Tooling: agentic workflows, Claude Code, GitHub Copilot agents, MCP servers

EXPERIENCE

PEARSON | SOFTWARE ENGINEER III

Jan 2026 - Present | Minneapolis, MN

- Lead AI adoption across a 100-engineer organization: authored an 8-video internal series on real-world agentic workflows, driving adoption by 20+ engineers including four dev leads and two architects.
- Rebuilt the dependency-update workflow around AI tooling, cutting engineering spend from 43 to 5 hours per week and shipping security fixes twice as fast.
- Unblocked a month-long stall in an anti-tamper migration for exam-center software: isolated the root cause, decoupled a legacy runtime, and cut thousands of engineering hours from the migration's scope.

PEARSON | SOFTWARE ENGINEER

Sep 2024 - Jan 2026 | Minneapolis, MN

- Delivered a zero-downtime modernization of a business-critical portal, splitting a monolithic Tomcat application into a CDN-delivered frontend and Kubernetes services: 40 integrated applications, a dozen teams, \$96K/year in cloud savings.
- Redesigned defect triage, distributing ownership across the dev team: 25% faster resolution, 45% fewer customer escalations.
- Credited by multiple architects for an "eagle eye": public kudos for defect catches, including fixes spotted in PRs that had already cleared architect review.
- Modernized observability with New Relic and Splunk dashboards and alerting (20+ manual hours/month), and cut developer ramp-up 40% with onboarding docs.

PEARSON | ASSOCIATE SOFTWARE ENGINEER

Apr 2023 - Sep 2024 | Minneapolis, MN

- Spearheaded Pearson's enterprise Azure migration from IaC design through production cutover, cutting infrastructure costs 20% while holding 99.7% availability across 10,000+ global test centers.
- Automated FedRAMP vulnerability scanning and remediation, reducing time-to-resolution 65% and unlocking \$7M in federal contracts.

CODE42 | CLOUD SOFTWARE ENGINEERING INTERN

May - Dec 2022 | Minneapolis, MN

- Built customer-controlled file retention that dynamically manages AWS resource TTLs, cutting storage costs 45%, and introduced PR-triggered integration testing on ephemeral Terraform environments.
- Won first prize among 17 teams at the company hackathon for a zipfile metadata tool that lifted exfiltration risk visibility 15%.

EDUCATION & CERTIFICATION

UNIVERSITY OF MINNESOTA | B.S. COMPUTER SCIENCE, MINOR IN CHEMISTRY

Dec 2022 | Minneapolis, MN

MICROSOFT CERTIFIED | AZURE DEVELOPER ASSOCIATE (AZ-204)

PROJECTS

SETTLERS OF CATAN | AI AGENT | 2024 - PRESENT | GITHUB.COM/ZARNS/CATAN

Building toward a superhuman Catan bot. Rewrote the core engine in Rust for a 20x speedup, contributed 10 features to open-source Catanatron, and implemented AlphaZero and Masked PPO.