

Mason Zarns

CLICK BELOW

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EDUCATION

UNIVERSITY OF MINNESOTA

B.S. COMPUTER SCIENCE

MINOR IN CHEMISTRY

Dec 2022 | Minneapolis, MN

Cum. GPA: 3.5 / 4.0

Major GPA: 3.7 / 4.0

STRENGTHS

LANGUAGES

JAVA	PYTHON
SQL	TYPESCRIPT
C++	TERRAFORM

TECHNOLOGY

AZURE	SPRING
AWS	GRADLE
REACT	ANGULAR
DOCKER	PYTORCH

CERTIFICATION

MICROSOFT CERTIFIED

AZURE DEVELOPER ASSOCIATE

AZ-204 EXAM

May 2024

COURSEWORK

Software Engineering
Computer Vision
Machine Learning
Artificial Intelligence
Operating Systems
Functional Programming
Biomolecular Engineering
Data Mining

EXPERIENCE

PEARSON VUE | ASSOCIATE SOFTWARE ENGINEER

March 2023 - Present | Bloomington, MN

- Spearhead migration of monolithic server architecture into Azure Cloud.
- Lead upgrades of Spring Boot and Angular in our microservices architecture to enhance security and achieve FedRAMP compliance.
- Diagnose and resolve data processing discrepancies in a distributed, asynchronous system, impacting test centers around the globe.
- Develop and refine monitoring and alerting systems for mission-critical applications, using Splunk, New Relic, Gauge.

CODE42 | SOFTWARE ENGINEERING INTERN

May - Dec 2022 | Minneapolis, MN

- Implemented feature to allow customers to change file retention policies and have those changes reflected across various AWS resources, using Spring Boot microservices.
- Integrated acceptance testing into pipeline by automating setup/teardown of ephemeral testing environments, using Terraform.

COMPETITION

OPEN MONKEY CHALLENGE

Dec 2022 | Minneapolis, MN

- Collaborated to design, train, and submit two novel Neural Net architectures to Pose Estimation Benchmark.
Built using Python, PyTorch, OpenCV

CODE42 HACKATHON

Aug 2022 | Minneapolis, MN

- Worked in team of four to integrate archive file streaming tool into Code42 agent, enabling existing code to evaluate risk of zipped directories without the costs of unzipping massive archives.

PROJECTS

PORTFOLIO WEBSITE | CLICK ME!

March 2023

Built using React, Node.js, Next.js, Typescript, Tailwind CSS

GESTURE RECOGNITION | WEBCAM UTILITY

January 2023

Implemented lightweight webcam utility to track hand gestures in real-time. Supports mouse, brightness, and volume control.
Built using Python, Mediapipe, OpenCV

D* ALGORITHM VISUALIZER | CLICK ME!

January 2024

Implemented interactive visualizer for the elusive D* algorithm.
Built using Typescript, React