

# Mason Carstens

Software engineer who loves building applications across mobile, systems, and game development.

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## EDUCATION

### Arizona State University

Computer Science (Software Engineering) (BS) - 3.7 GPA

August 2022 - May 2026

- Bachelor of Science from Ira A. Fulton Schools of Engineering.

Computer Science (MCS)

Expected 2028

- Masters of Computer Science from Ira A. Fulton Schools of Engineering.

## WORK EXPERIENCE

### AtomIQ Interactive (Capstone)

Full Stack Developer

August 2025 - May 2026

- Flutter, Dart, Firestore
- Constructed large portions of a multi-platform application, including the core database structure and core gameplay features with a development team.

### North Valley Arts Academy (Internship + Mentorship)

Intern & Mentor

August 2021 - May 2022

- Aided aspiring musical talent daily with navigating and operating DAW software, guiding students through technical and creative problems.

## PROJECTS

### Custom Compiler

July 2025

- C++
- Developed a custom compiler in C++ for a programming language through the use of parsing, tokenization, and syntax definition.

### Interactive Portfolio Website

March 2026

- Next.js, Typescript, Antigravity
- Personal portfolio website for displaying professional projects and achievements. Currently deployed on Vercel, and is being consistently updated.

### Library Game Jam

March 2026

- Godot, GDScript
- Lead a team of three in developing a 3D rogue-lite game in Godot during a week-long game jam, winning the Artistic Award.

## Skills

- Java, C#, Python, C++
- Git + GitHub
- .NET Framework
- Figma
- Power Platform
- Leadership + Mentorship
- QA Testing