

Mason Tolley

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Experience

BYU Broadcasting

Provo, Utah

Full Stack Software Engineer

March 2025 to Present

- Migrated multiple services' Infrastructure as Code systems from the Serverless Framework to AWS's in-house Cloud Development Kit to streamline development and cut future costs.
- Took initiative in maintaining and developing microservices using Node.js, JavaScript, and TypeScript that provide critical functionality for the BYUtv app and website.
- Created and trained my coworkers on unit and integration tests to ensure security and proper functionality of software.

BYU Engineering Capstone Department

Provo, Utah

Web Developer

September 2024 to March 2025

- Diagnosed and fixed issues with the BYU Capstone's Drupal/PHP website, improving functionality and supporting over 400 active users.
- Led the team in a high-risk update of major versions of Drupal from 9 to 10, improving security and fixing major errors that had arisen from a previous update attempt.
- Independently navigated and analyzed a large, mostly undocumented PHP/Drupal codebase to understand site functionality and implement updates, in absence of technical management

Boise State University GIMMWorks

Boise, Idaho

Web Development Intern

June to October 2021

- Built major features for an educational online game, contributing to an engaging user experience that supported learning.
- Collaborated with a team to design and develop a web application from concept to deployment, using agile practices and version control tools like Git.

Education

Brigham Young University

Provo, Utah

BS of Computer Science – Sophomore

September 2024 to Present

- Enrolled in CS 224 (Computer Systems) and CS 236 (Discrete Structures)
- Current GPA: 4.0
- Expected Graduation: April 2028
- Received full academic scholarship for 2025-2026

Skills/Proficiencies

- **Languages:** JavaScript/TypeScript/Node.js, Python, C++, Java, SQL, C#
- **Web/Cloud:** AWS, HTML/CSS, Drupal
- **Tools:** Git, Bash/Linux, Docker

Projects/Accomplishments

- **Multiplayer Clue-inspired game** – Engineered using React and Node.js with WebSocket for real time client-server communication and MongoDB for data storage; hosted on AWS.
- **SkillsUSA competition video game** – Won gold at a national level for the SkillsUSA video game development competition for a game I developed with a team using Unity game engine and C# (June 2022).

Honors/Services/Activities

- **Leadership & Service:** LDS Mission; President, SkillsUSA Chapter; Eagle Scout; National Technical Honor Society Member