

Software Engineer | Portland, OR | blnktd@gmail.com | github.com/blnkt | blakemason.dev

As a software engineer with 10+ years of experience, I specialize in delivering frontend design and development that is accessible, performant, and user-centered. I have managed full software development lifecycles using Agile methodologies, driving cross-functional teams to deliver high-impact, compliant, user-focused solutions. I am skilled in communicating with stakeholders, defining requirements, strategic planning, and team mentorship. I'm interested in working on a team that leverages technology to solve real-world challenges, fosters inclusive workplaces, and builds robust data-driven products.

SKILLS & TECHNOLOGIES

- Agile methodologies, project planning, budgeting, compliance (ADA, COPPA, GDPR), stakeholder engagement, vendor management
- Hybrid/Remote team leadership, cross-functional collaboration, public speaking, technical documentation
- Figma, Sketch, Adobe XD
- HTML, CSS, Typescript, React, React Native
- Next.js, GraphQL, D3, Three.js
- WordPress, Craft CMS, Contentful, Rails
- Terraform, GCP, AWS, Docker, K8s, ArgoCD
- Web Accessibility, automated testing, CI/CD

EXPERIENCE

2019 — 2024 | Rubin Observatory: Education & Public Outreach Team (EPO) | Senior Software Engineer and Engineering Manager

- Led a cross-functional Agile team of 10 – including developers, designers, science communicators, and educators – to deliver accessible web applications for 100k+ monthly global users, expanding the observatory's reach and impact (React, Next.js, D3, Three.js, GraphQL, Craft CMS)
- Managed sprints, tracked deliverables, and mentored teams in Agile best practices, requirements definition, time estimation, coding, testing, version control, and documentation
- Implemented automated testing and CI/CD pipelines (Cypress, react-testing-library, Github Actions)
- Participated in user testing and feedback sessions with educators and community partners to guide program improvements and ensure inclusive design
- Oversaw project planning, budgeting, and compliance documentation for multiple simultaneous initiatives, ensuring adherence to ADA, COPPA, and GDPR requirements and meeting NSF/DOE standards
- Hired, onboarded, and mentored developers, fostering a collaborative and high-performing team culture
- Established transparent project reporting and communication channels with internal staff, vendors, external stakeholders, and funding partners

2015 — 2018 | Cast Iron Coding | Frontend Developer

- Delivered pixel-perfect frontend implementations for 15+ client projects, collaborating with backend teams to integrate APIs and optimize site performance
- Defined scope, tracked progress, and communicated with stakeholders and project managers
- Adopted modern JavaScript frameworks, accelerating development cycles and improving maintainability
- Gained expertise in a wide range of CMS (Rails, WordPress, OctoberCMS, Craft, and Typo3)

2014 — 2015 | WILD | Software Engineer

- Built web apps for interactive hardware installations, including an SMS-controlled isometric RPG rear-projected onto three storefronts (Unity, C#)
- Engineered robust software solutions for real-time sensor and actuator integration, ensuring seamless mixed-reality experiences (Python)
- Scoped and prioritized project features to deliver minimum viable products on aggressive timelines, increasing client satisfaction and repeat business

EDUCATION

- Reed College | Bachelor of Arts | 2009
- Epicodus | Full Stack Web Development | 2014