



Mason Mark



SUMMARY



- 20 years of professional software development experience
 - Broad skill set for building web apps, API servers, and cloud systems (usually choosing Ruby on Rails for this kind of work)
 - Expert in OS X and iOS development with Objective-C and Swift
 - Historical experience with older systems like Newton (NewtonScript), Palm OS (C), Java, and early web technologies
- Strong human interface and user interaction design background
- Experienced in small team and startup environments, and used to playing multiple roles and doing so-called “full-stack” development
- Excellent communication and writing skills; proficient in drafting legal documents, website copy, documentation, press releases, etc.
- Comfortable with international business and cultural issues, particularly in Japan (日本語もOK!)
- Generally positive attitude. Life is fun, man!


EXPERIENCE

Manager, Technology & Business Development **Robert Reid, Inc.** 2012 TO PRESENT
Served as principal negotiator for all international partnership proposals, successfully concluding several manufacturing & distribution deals in EU, Malaysia, and USA, on the scale of several million dollars per year in aggregate. Oversaw development of internal applications for groupware and manufacturing data management, with an emphasis on project management, architecture, and design. 


Manager, Information System Dept. **Robert Reid, Inc.** 2008 TO 2012
As the head of this newly-created department, I managed the takeover of most IT functions from external vendors: data center & servers, VPN & networks, hardware, OS & software rollouts, etc. Acquired and/or implemented modern replacements for legacy systems including groupware, logistics & shipping, and finance. Began transition to cloud architecture, and in-house systems development. 

Product Manager & Senior Consultant **Nakahara Informatics, Inc.** 2006 TO 2008
iGet was acquired by Nakahara Informatics, and I joined the company and continued its development as maintenance engineer. Also shipped iGet Mobile for iPhone. Managed development of a web application for the Japanese pachinko industry, dealing with inter-company workflow for approval and licensing of creative assets (e.g. celebrity photos & videos).  

Senior Software Engineer **Five Speed Software, Inc.** 2004 TO 2006
After the the lead engineer left, I took over all planning, programming (Obj-C), and UI design for iGet 2.0. This work included a port from PowerPC to Intel, 32-bit to 64-bit, and work on the product's SSH protocol implementation (a multithreaded fork of PuTTY). iGet 2.0 was one of the first “Universal Binary” (32-bit/64-bit/PPC/Intel) apps on OS X, after Apple transitioned to Intel processors.  

Software Engineer **Five Speed Software, Inc.** 2000 TO 2004
Trained developers in Objective-C and Mac OS X development. Managed small team to deliver iGet, Five Speed's consumer debut on the Mac. Designed the iGet protocol, an extensible file transfer protocol which supports Mac file/folder metadata, remote search execution, resumable transfers, remote task execution, and more. Also led various contract development projects. 

VP/UX **Clicksitez, Inc. and Clicksitez Japan, K.K.** 1999 TO 2000
Vice President for User Experience at a dot-com online photo startup in Japan. Handled technical presentations to VCs. Managed a team of five to implement the main photo-management web application (written in Java). Developed for non-traditional HTTP client platforms including custom touch screen kiosk platforms, and NTT Docomo i-mode cellular phones. (Then the first dot-com bubble burst!) 

Founder & Newton Developer **Five Speed Software, Inc.** 1997 TO 1999
In college, co-founded Five Speed Software to build PDA apps. Designed and programmed Wake Up Call, and then Dash Board, a very popular UI enhancement featuring the first hierarchical menu system for Newton OS. These apps were written in NewtonScript. I eventually open-sourced the original Dash Board code, because there is still an active Newton enthusiast/emulator community. 

LISTS

Platforms I've developed native apps for: **Newton OS, Palm OS, JVM, OS X, iOS.**

Web frameworks I've developed apps using: **Rails, Sinatra, Padrino.**

Languages I've used to ship things: **NewtonScript, C, Java, Objective-C, Python, Ruby, JavaScript, CoffeeScript, Swift.**

...and a few that I haven't tried yet, but would like to: **Nim, Clojure, Go.**

Current work stack: **CentOS 7** with **Ruby 2.3** and **Rails 4** on the server, provisioned with **Ansible**, usually on **AWS**, a **PostgreSQL 9** DB (standalone or via **RDS**), **HTML5** (+ **CoffeeScript** as needed) for the web UI, **Objective-C** and **Swift** if I need an iOS or Mac client, with development done on **OS X** with a local development server running on **VMWare Fusion**. These are my defaults for most new projects.

EDUCATION

International Christian University (国際基督教大学)

1999 — Bachelor of Arts, International Communications & Linguistics

I was a journalism major, but as the 1990s saw the beginning of the Internet boom, I ended up focusing my studies on the Internet. With my academic advisors' permission, I studied computer science and software design, and wrote my graduation thesis on the impact of the Internet on mass communication. I also co-founded Five Speed Software, Inc. as a student in 1997.

ETC

I speak pretty good Japanese, play terrible hard rock guitar, and enjoy cooking, moving, reading, and sleeping when I'm not working. I currently live in Tokyo with my wife and two wild-ass sons. I don't really do Facebook or Twitter, but I do maintain a sporadically-updated personal blog at <http://masonmark.com>. References available upon request.