

MASON WILDE

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WORK EXPERIENCE

Senior Software Engineer

Canary Technologies - Voice AI

Apr 2025 - Present

Remote

- Designed and built an agentic orchestration layer to dynamically route voice calls to specialized agents, replacing a monolithic pipeline and cutting end-to-end latency by 50%
- Engineered retrieval-augmented generation tooling and agent prompting strategies powering OpenSearch-based knowledge lookups across the agent fleet, driving a 92% autonomous handle rate on informational calls
- Created evaluation and benchmarking infrastructure for automated prompt regression testing and model comparison, reducing validation cycles from minutes to seconds and gating deployments against quality regressions

Senior Software Engineer

Google - Chrome OS

Aug 2019 – Mar 2024

Boulder, CO

- Led performance verification in an expedited kernel upgrade by identifying and resolving regressions, expanding automated test coverage, and completing the project in 20% of the time needed for previous efforts
- Refactored a Postscript Printer Description file pipeline used by 20+ OEMs, adding staging channels for rapid validation and reducing bugs reaching production by 90%
- Coordinated a 10+ engineer effort to upgrade, test, and triage a critical printing system daemon, completing the effort in half the time estimate

Site Reliability Engineering Intern

Google - Cloud Infrastructure

May 2018 – Aug 2018

New York, NY

- Extended a distributed infrastructure service with load-balancing and configuration management across 1000+ instances, increasing service capacity by a factor of 100
- Expanded a Go numerical utility library with exponential weighted moving average implementations for smoothing bursty load signals from server tasks, adopted by 50+ projects across Google

Engineering Practicum Intern

Google - Protected Data Programs

May 2017 – Aug 2017

Los Angeles, CA

- Designed machine learning pipelines integrating private data systems across 10+ sources, enabling developers to train and validate models against real data and reducing iteration time by 80%

Undergraduate Research Assistant

Cognitive Control Systems Lab - University of Kansas

May 2016 – May 2019

Lawrence, KS

- Researched and implemented computational models of emotion's effects on creativity and goal completion within ICARUS cognitive architecture agents in Common Lisp

PROJECTS

GPU SNN Kernel

Developed a custom GPU kernel for parallel spiking neural network simulations using HIP and hipSPARSE, targeting both HIP/CUDA and ROCm backends for portable high-performance neuron state updates and spike propagation

Completed

Neuromorphic SNN Simulator

Building a neuromorphic spiking neural network simulator exploring sleep cycle-driven learning mechanisms

In Progress

EDUCATION

University of Kansas

Bachelor of Science in Computer Science with Highest Distinction

Chancellor's Scholar, Dean's List, Self Engineering Leadership Fellowship Cohort Lead, ACM Student President

May 2019

Lawrence, KS

LANGUAGES AND TECHNOLOGIES

Languages: C++, C, Python, Rust, Go, HIP/CUDA, Haskell, Common Lisp, JS/TS, BASH

Technologies: PyTorch, TensorFlow, NumPy, Pandas, Scikit-learn, Linux, Google Cloud, PostgreSQL