Chase Myers Full-Stack Software Entrepreneur

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📍 Kalamazoo, Michigan

🔧 Skills

Language & Frameworks
- TypeScript
- JavaScript
- Node.js, NextJS
- React
- Java
- SpringBoot
- MongoDB
- SQL
- GraphQL

Containerization
- Docker
- Kubernetes
- JFrog Artifactory

CI/CD
- SnakeCI
- Github Actions
- Gitlab-CI

Unit Testing
- JUnit
- Mockito
- Jest
- Testcafe

🎓 Education

Western Michigan University
Bachelors of Science - Computer Science

🗂 Projects

Founder | itsteatime.app
AI Text Message Mobile App

Founder | buddyai.org
Virtual Companion for Safety

💡 Interests

- Godot Game Engine
- Theatre
- Hacker News

🪪 Profile

Outgoing and experienced full stack Software Engineer who thrives in ambiguity is seeking a position on your team. Offering hard work effort, great companionship, and a unique entrepreneurial mindset.

💼 Work Experience

ItsTeatime LLC
Founder

Apr 2024 – present

- Partnered with product co-founder to distill the vision into a scoped MVP, documenting requirements and a phased roadmap before development began.
- Built and launched the cross-platform mobile app with Expo / React Native for both iOS and Android, delivering feature parity in the initial release.
- Implemented phone-number authentication using Twilio SMS tied to Supabase user records, providing a streamlined, secure sign-up flow.
- Enabled Expo over-the-air (OTA) updates, allowing rapid deployment of fixes and new features without waiting for App Store or Play Store review cycles.
- Set up analytics and session-recording tooling with PostHog to track log-ins, feature usage, and engagement actions such as "likes," giving the team data to guide iterations.
- Designed a media pipeline that stores screenshots in S3 and uses OpenAI APIs to extract text and metadata, powering in-app content workflows.

Indeed Inc.

Software Engineer II - ATS Internal Platforms

Dec 2023 – present

- Coordinated and conducted problem space reviews with three different cross org teams to get alignment on software design requirements prior to designing the implementation.
- Created a technical design doc, and problem space review document for our internal team to go over, allowing iterative improvements prior to the full scale cross org design review.
- Collaborated on designing a large cross org initiative, requiring continious alignment on timelines spanning multiple teams for massive scaled software design.
- Initiated and led design reviews for load testing a high-throughput SQS-to-MongoDB service supporting over 3 million daily requests, ensuring scalability, and reliability.
- Organized design implementations into Jira Epics, and brown the work down into into small achievable tasks and then delegated to a SWE 1, continuously checking in and helping to avoid road blocks.

Software Engineer - Indeed Chrome Extension

Aug 2022 – Dec 2023

- Directed a squad of three engineers in collaboration with a Product Manager and UX Designer to develop designated features to continually release quarterly goals rapidly to production.
- Replaced legacy third party authentication with Indeed first-party cookie authentication solution. Leading to increase reusability, lower defects and a better user experience.
- Delivered complex solutions requiring modifications across multiple code repositories, including React, AngularJS, Rails, and Java SpringBoot, demonstrating versatility in software development.
- Coordinated the design and release of features spanning multiple cross functional teams
- Integrated existing Indeed features such as Hiring Insights, Analytics, and Resume Outreach, expanding the extension's functionality and user engagement, leading to a 500% increase in usage over a 3 month span
- Facilitated the refinement of ambiguous feature proposals and implement technical adaptations meeting requirements provided by Product.

Level Data Inc

Software Engineer II

Apr 2021 – Aug 2022

- Pioneered a data validation platform for K-12 school districts to assist with keeping their data clean for state reporting.
- Containerized webpack bundle, NodeJS API, and batch processing jobs using Docker, and JFrog artifactory.
- Researched, configured, and deployed Keycloak authentication to Kuberenetes.
- Incorporated multi-tenant authentication and authorization using Keycloak and Express routes on within NodeJS.
- Built Role Base Access Control within the platform, allowing district admins to delegate permissions as needed.
- Configured and setup automated deployments (CI/CD) using SnakeCI and automatic publishing of new versions.

Integrations Engineer

Dec 2018 – Apr 2021

- Assisted data integration for school districts around the world with 'connectors' (E.T.L)
- Worked closely with school representatives and maintained project deadlines.
- Designed and implemented an error monitoring web portal using SpringBoot to save workers 100+ hours.

Journey Gaming

Software Developer

Feb 2016 – Dec 2018

- Constructed a virtual trading market for users to buy and sell items, leveraging Java and MySQL, for user-to-user item transactions
- Provided technical support for a gaming network of over 100 active users, ensuring smooth and uninterrupted gameplay experiences
- Actively integrated new features into the codebase, addressing feedback and requests from both users and staff, enhancing user engagement and platform functionality.

Self Employed

Contracted Software Engineer

2014 – 2018

- Dungeon Realms
  - Conducted a comprehensive refactoring and rewriting of the existing codebase in Java, focusing on maintainability and efficiency.
  - Used MongoDB and SQL to seek an effective database system for the network's large influx of queries.
- Counter Craft
  - Facilitated a large amount of Cloud, Server and Client interaction using Netty.
- Poke Trials
  - Developed a Minecraft server game, inspired by Pokemon Go, utilizing Java to recreate a similar gameplay experience.
  - Synchronized users virtual inventory between cross network decentralized servers.
  - Worked closely with YouTube content creators, providing technical support and maintaining effective communication channels.