Chase Myers _Software Engineer_

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📍 Kalamazoo, Michigan

🔧 Skills

Language & Frameworks

- TypeScript
- JavaScript
- Node.js
- React
- Java
- SpringBoot
- MongoDB
- SQL

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

💡 Interests

- Godot Game Engine
- Theatre
- Hacker News

📇 Profile

Outgoing and experienced Software Engineer who thrives in ambiguity is seeking a position on your team. Offering hard work effort and great companionship.

💼 Professional Experience

Indeed Inc.

Software Engineer - Indeed Chrome Extension

Aug 2022 – present

- Directed a squad of three engineers in collaboration with a Product Manager and UX Designer to develop designated features each quarter.
- Successfully deprecated third party authentication and transitioned to Indeed's first-party cookie authentication in React.
- 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.
- 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.
  - Acquired a large grasp of OpenGL using the Java library
- 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.

More experience upon request