



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

Founder

ItsTeatime LLC

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 - Disposition Sync

Jan 2025 – present

- Deliver Job Sync and Candidate Sync integrations for Workday and Oracle applicant tracking systems, supporting multi stage pipelines that transfer job and candidate application data between Indeed and employer ATS platforms.
- Serve as the team’s Oracle subject matter expert, guiding Oracle specific integration design, contributing technical requirements during Jira planning, and coordinating directly with Oracle when external collaboration is required.
- Developed an asynchronous Workday integration for retrieving custom job fields through parallel, paginated queries, expanding support for employers adopting Indeed Apply.
- Translated a complex Oracle integration initiative into a structured Jira epic with independently deliverable tickets, enabling multiple engineers to work in parallel and allowing employers to require screener responses such as location, work experience, and education to populate corresponding Oracle ATS fields.

Software Engineer II - ATS Internal Platforms

Dec 2023 – Jan 2025

- 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 continuous 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 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 Kubernetes.
- 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.

Software Developer

Journey Gaming

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.

Contracted Software Engineer

Self Employed

2014 – 2018

- 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.
- Facilitated a large amount of Cloud, Server and Client interaction using Netty.
- 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.