

CHACE NIELSON

Software Engineer – Game and Web Developer

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I'm a Software Engineer specializing in full-stack web development and game design. Experienced in building scalable web applications and interactive Unity games. I focus on clean architecture, responsive design, readable code, and inclusive, accessible user experiences.

Work Experience

Alberta Tomorrow – Full-Stack Web Developer

January 2024 – Current

EdTech platform used by more than **10,000 Alberta students** from junior high to post-secondary to explore sustainable land use scenarios, lesson plans, and related educational resources.

- Developed and maintained an interactive EdTech web app featuring historical simulations and data-driven exploration. Prototyped additional educational tools incorporating gamification for student retention.
- Designed and **built the platform's homepage** with an accessible, responsive UI and intuitive navigation for students and educators.
- Created interactive data visualizations to track user demographics, enhancing stakeholder presentations and decision-making.
- **Tech Stack:** *Vue.js, Next.js, JavaScript, HTML, CSS, Python, AWS, Unity*

Glass Gecko Games – Game/Web Developer

May 2024 – Current

Indie game studio focused on 2D game design and cross-platform web presence.

- Designed and implemented engaging Unity game mechanics in collaboration with artists and developers.
- Developed and launched the company website, attracting roughly **200 weekly visitors**.
- Won 1st place in GMTK 2024 Game Jam for Scale the Depths, which has reached over **200,000 plays**. A full version is in development with more than **30,000 wishlists on Steam**.
- **Tech Stack:** *Unity, C#, Plastic SCM, React.js, Tailwind CSS*

U of C Geothermal Center – Lead Software Developer

May 2022 – Jan 2024

Software development for geothermal research tools leveraging international drilling data and ML models.

- Led development of a web app leveraging **geothermal drilling and machine learning**, analyzing datasets from Utah, New Mexico, Germany, and Sweden.
- **Managed a team of 10 developers**, overseeing all layers of the application stack and project execution.
- Received the **Intern of Merit** award for exceptional performance.
- Led code reviews and interviewed candidates for new developer roles.
- **Tech Stack:** *React.js, Tailwind CSS, Fast API, PostgreSQL, Python and Docker*.

Education

Bachelor of Science in Software Engineering

May 2024 - University of Calgary

- Schulich School of Engineering – 3.6 GPA – With Distinction.

Technical Skills

Languages: C#, Python, JavaScript, TypeScript, C/C++, Java, SQL, HTML, CSS

Frameworks & Libraries: React.js, Next.js, Express.js, Django, Tailwind CSS, Unity Game Engine

Tools & Practices: Docker, AWS, Git/GitHub, Plastic SCM, Agile, Responsive Design, Engineering

Soft Skills: Communication, Documentation, Problem Solving, Team Collaboration, Reliability, Motivation

Projects

PageFlow App: Full-stack document management platform with user accounts, file uploads via AWS, and features like favorites and comments.

Mini Drill Rig and GUI: Functional mini drill rig with real-time control GUI and integrated embedded systems; placed 2nd in the international DrillBotics competition.

Voice Identification: Machine learning system for voice verification using CNN and GMM models.