

CHACE NIELSON

Software Engineer | React, Python, Unity, C++

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About Me

I am a Software Engineer with a passion for music and the outdoors. From Web Design to Unity Games and full-stack development to machine learning, I'm driven to make a positive impact through my work.

Experience

Alberta Tomorrow – Software Developer Jan 2024 – Current

Contributed to the development of a web application that leverages interactive maps, data visualization, and gamification to promote sustainable land use in Alberta and BC.

- Enhanced visualization and analysis tools for land use scenarios
- Enhanced interactive mapping with MapboxGL API integration
- Coordinated with stakeholders to align project goals with objectives

- *Vue*
- *CSS*
- *Responsive Design*
- *AWS*

Glass Gecko Games – Game/Web Developer May 2024 – Current

Developed games and contributed to web design and marketing strategies.

- Led the development and launch of the company website
- Collaborated with multidisciplinary teams on various projects
- Participated in planning, marketing, and design meetings

- *Unity/C#*
- *React*
- *Tailwind*

UofC Geothermal Center – Lead Software Developer May 2022 – Jan 2024

Developed a web application to simulate geothermal systems and analyze drilling data. Managed a team of engineers and developers to achieve project goals.

- Led the development of geothermal well analysis tools
- Awarded the Intern of Merit for exceptional performance
- Application used for analyzing geothermal wells in New Mexico and Germany
- Conducted code reviews and provided feedback to team members
- Interviewed candidates for new developer positions

- *React*
- *Tailwind*
- *FastAPI*
- *PostgreSQL*
- *Python*
- *Docker*
- *Streamlit*

Education

Bachelor of Science in Software Engineering University of Calgary

- Schulich School of Engineering, 3.6 GPA, Graduated with Distinction May 2024

Projects

Drillbotics – Functional Mini Drill Rig and GUI chacenielsen.com/project/drillbotics

Designed a mini drill rig and real-time GUI with the Drillbotics team at the University of Calgary, earning second place in the competition.

- *Python*
- *Plotly Dash*

CO₂ Separation – Unity Simulation and physical Prototype chacenielsen.com/project/capstone

Developed a physical prototype and simulation for a CO₂ separation and energy storage system leveraging deep ocean pressure.

- *Unity/C#*
- *Blender*

Voice Identification – GUI and ML App chacenielsen.com/project/voice-identification

Expanded a class project into a voice identification system and GUI, capable of uploading and analyzing voice samples with GMM and CNN algorithms.

- *Python*
- *Plotly Dash*

Photo App – MERN Stack Application chacenielsen.com/project/photo-app

Developed a full-stack photo gallery application featuring user authentication and account management.

- *React*
- *Express*
- *MongoDB*
- *Node.js*

Skills

Frontend

- React
- JavaScript
- TailwindCSS
- Responsive Design
- HTML
- CSS
- Vue

Backend

- Express
- FastAPI
- Django
- PostgreSQL
- Node.js
- MongoDB
- REST API
- Docker
- CI/CD
- AWS

Engineering

- Git
- GitHub
- Python
- Java
- C/C++
- Hadoop
- Apache Spark

Game Development

- Unity
- C#
- Blender

Interests

- Snowboarding
- Music
- Rock Climbing

Volunteering

- Homes of Hope in Tijuana, Mexico
- Cochrane Eagles Basketball Association – Bow Valley High School Coach

