

Chandler W. Lee

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<https://github.com/Reldnahc>

WORK EXPERIENCE

Software Engineer | Virtuwel - Saint Paul, MN

May 2022 – November 2024

- Developed and maintained multiple production web applications supporting diverse customer workflows.
- Built and enhanced a public-facing Angular application used in a healthcare environment, focusing on reliability, performance, and accessibility.
- Collaborated cross-functionally with marketing and internal stakeholders to implement UI designs accurately and efficiently.
- Worked within an Agile environment, participating in sprint planning, code reviews, and production deployments.

Software Engineer | Hydreon Corporation - Eden Prairie, MN

Software Engineer, June 2021 – January 2022

- Developed and maintained custom game server plugins using PHP for a large, live Minecraft server environment.
- Built full-stack features integrating backend services with in-game client functionality.
- Supported advertising and player-facing systems for the server lobby.
- Monitored live servers, responded to incidents, and resolved gameplay and infrastructure issues.
- Acted as a technical representative when communicating with the player community.

Software Engineer | Thomson Reuters - Eagan, MN

Software Engineer, May 2019 – November 2020

- Contributed to the development and maintenance of a web application focused on legal case summarization.
- Performed full-stack development using Angular on the frontend and Java on the backend.
- On-call support: identified, escalated, and resolved production errors and outages across application, database, and server layers.
- Participated in an on-call rotation, managing incidents and ensuring system reliability. Worked directly with customers and contractors to clarify requirements, timelines, and deliverables.
- Led meetings and coordinated work across multiple teams.

Intern | Thomson Reuters - Eagan, MN

Software Engineer, January 2018 - March 2019

- Developed backend services in Java to transform data from public court systems into a unified XML format.
- Worked in an Agile team environment following established development and deployment practices. Loaded, validated, and verified data pipelines in a UNIX-like environment.
- Supported system deployments and quality verification across environments.

EDUCATION

The University of Wisconsin, River Falls, WI

Bachelor of Science: Computer Science, May 2019

TECHNICAL SKILLS

Frontend

- TypeScript
- JavaScript
- Angular
- React
- REST API integration
- Accessibility (WCAG)
- Responsive UI design
- Client-side optimization

Backend

- JavaRESTful architecture
- PHP
- Python scripting
- Automation
- API validation & normalization
- JSON / consistency handling

Real-Time Systems

- WebSocket communication
- state synchronization
- Event-driven architecture
- XML transformation
- Low-latency systems

DevOps & Infrastructure

- Docker
- Linux / UNIX
- CI/CD pipelines
- Multi-environment deployments
- Log analysis & debugging
- On-call incident response

AI & LLM Systems

- LLM API integration
- Prompt engineering
- Structured output enforcement
- AI response validation
- Latency & cost optimization

PERSONAL PROJECTS

AI Jeopardy - ai-jeopardy.com

- Designed a server-authoritative multiplayer architecture with deterministic game state and zero client trust.
- Implemented a low-latency buzzer system over WebSockets with race-condition handling and first-press resolution.
- Implemented an automatic AI host capable of reading categories, clues, and transitions in real time.
- Integrated sophisticated AI systems for speech-to-text and answer validation, with custom gating to prevent hallucinations.
- Engineered a message-driven state machine to manage all game phases without polling or background loops.
- Built asset storage and replay support with deduplication to avoid redundant uploads and enable fast playback.

Zen Zaibatsu - zenzaibatsu.com

- Designed a client-side, offline-first gameplay loop using local storage for persistence.
- Implemented custom large-number handling to support values exceeding 60 digits without precision loss.
- Built a mobile-first UI optimized for long play sessions and incremental interaction patterns.
- Balanced progression curves and upgrades to maintain engagement at very large numeric scales.

ENGINEERING STRENGTHS

- Full stack debugging across client, server, and infra layers.
- Production on-call experience in enterprise systems. Strong architectural thinking over patch-based fixes.
- Comfortable leading technical discussions.
- Experienced in both enterprise and real-time systems.
- Focused on building scalable, maintainable systems designed for long-term reliability and growth.
- Experienced working in Agile environments with iterative delivery and continuous improvement practices.

REFERENCES

Personal and professional references available upon request.