Chandler W. Lee

hi@chandlerlee.me
chandlerlee.me
https://github.com/Reldnahc

WORK EXPERIENCE

Software Engineer | Virtuwell - Saint Paul, MN

May 2022 – January 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.
  Delivered weekly updates to a Java backend, implementing feature enhancements and resolving production issues.
- 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.
- Troubleshot production issues including application errors, database problems, and server failures.
- 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:
 JavaScript (ES6+), TypeScript, Angular, React, HTML, CSS

Backend:
 Java, PHP, Python, REST APIs

Tools & Practices:
 Git, Docker, Agile/Scrum, UNIX/Linux, CI/CD, Multi-Environment Development

Game & Interactive Development:
 Unity, GameMaker Studio

AI & LLMs:
 LLM Integration, AI Feature Development

Data & Formats:
 JSON, XML

REFERENCES

Professional and personal references available upon request