Tucker Chaisit

Software Engineer

github.com/Tuckerchaisit

tuckerchaisit@gmail.com

(617) 699-8282

linkedin.com/in/tucker-chaisit

About Me

I am a well-rounded, detail-oriented software engineer with a background in electrical engineering. With engineering experience, I have a strong foundation in logical and critical thinking. I enjoy solving challenging and complex problems and am very enthusiastic about a challenge that has a positive impact on people's lives, society, and the world.

Skills

Programming: Javascript, Python, Matlab, C, Verilog, HTML, CSS
Databases: SQL, NoSQL, Mongoose, MongoDB, PostgreSQL,
Other: Express, Django, Node.js, Git, GitHub, React, Postman, Bootstrap, MATLAB, OAuth, Heroku, REST, Data Structures

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Projects

nextDate | Dating app that helps users plan the date and connect with other users
MongoDB, Express.js, React, Node.js, Mongoose, Sass　　　　　　　　　　　　　　　3/2022
▹ Implemented a multi-schema database using MongoDB and Mongoose with a one-to-many and many-to-many schema design
▹ Created a mobile-first responsive user experience built on top of a modularized MERN app with full CRUD capability including protected routes on the client-side routing
▹ led the team of three as a Scrum Master, and successfully implemented the Agile engineering process

BeeHungry | Responsive restaurants tracker app
JavaScript, Express.js, EJS, MongoDB, Mongoose, Bootstrap, Node.js (MEN Stack)　　　3/2022
▹ Implemented user authentication with Google OAuth to access Google API from client application requests
▹ Created one-to-many relationships between models and rendered the front-end with EJS templates.
▹ Built responsive server-rendered web app uses Mongoose, Express.js, and EJS in conjunction with MongoDB to deliver full CRUD functionality following REST Routing protocols

Blackjack | Responsive browser game
JavaScript, HTML, CSS (Flexbox & Grid)　　　　　　　　　　　　　　　　　　　　2/2022
▹ Responsive browser game using JavaScript, CSS3, Flexbox, and Grid to create an accessible and fun user experience
▹ Programmed logic in JavaScript to track game conditions and render appropriate scenarios for the player with a win/loss conditions
▹ Used CSS positioning to keep the visual game flow in one space and combined it with CSS Hover/Animation Keyframes to create a responsive experience

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Engineering Experience

Raytheon Technologies | Woburn,MA　　　　　　　　　　　　　　　　　07/2020-Present
Electrical Engineer
▹ Conducted and planned a detailed technical test plan for testing of radar, missile, and combat control systems resulting in a timely execution of the on-site testing
▹ Assisted with the on-site testing and troubleshooting of radar and missile systems for the US Missile Defense Agency
▹ Updated, recorded, and published the protocol for future testing according to the previous successful on-site test

Eversource Energy | Hadley,MA　　　　　　　　　　　　　　　　　　　　06/2019-06/2020
Electrical Engineer Intern
▹ Performed screening and reviewed customer's Solar Array Facilities application based on the state regulation and timeline then summarized results from over 200+ applications, improved efficiency of the screening and helped customers and the company achieved a faster timeline for the application process

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Education

General Assembly | Boston, MA　　　　　　　　　　　　　　　　　Graduated: April 2022
Software Engineering Immersive
　　　Full-stack software engineering immersive student in an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.

University of Massachusetts Amherst | Amherst, MA　　　　　　　Graduated: May 2020
Bachelor of Science in Electrical Engineering