# Chase A. Myers

# **Objective**

Outgoing and experienced Software Engineer seeking a position of employment. With hard work effort, great companionship, and a strong focus on loyalty, your company would be a perfect fit.

### Education

#### **Bachelors of Science**

Computer Science, Western Michigan University

December 2019

# **Expertise**

#### **Related Coursework:**

· Advanced Java, Database Management, Web Development, Algorithms, Artificial Intelligence

Languages		Skills & Abilities		Hobbies
<ul><li>Java</li><li>Groovy</li><li>PHP</li><li>SQL</li></ul>	<ul><li> C</li><li> Python</li><li> LUA</li><li> JavaScript</li></ul>	· GIT · R · HTML, CSS · SpringBoot · RESTful API	<ul> <li>Spigot, Sponge, Bungee, Forge</li> <li>Unix/Linux, CentOS</li> <li>OpenGL</li> <li>HikariCP, MySQL</li> <li>MongoDB</li> <li>Maven, Gradle</li> </ul>	<ul> <li>Theatre and Acting</li> <li>Interacting with new API's</li> <li>Problem Solving</li> <li>Godot Game Engine</li> </ul>

# **Experience**

#### Software Developer II | Level Data Inc. | Dec. 3rd 2018 - PRESENT

- · Obtained knowledge of maintaining a library that has over 1000 jobs depending on it.
- · Assisted data integration for school districts around the world with 'connectors'
- · Designed an error monitoring system to save workers 100+ hours a year.

## Software Developer | JOURNEYGAMING | Feb. 2016 - Dec. 2018

- · 3+ years of experience of using Java
- · Supported a network with 100+ active users.
- · Implemented ideas into our codebase brought to attention from users and staff.

## Software Engineer | COUNTERCRAFT | Dec. 2017 – Mar. 2018

- · Facilitated a large amount of Cloud, Server and Client interaction using Netty.
- · Acquired a larger grasp of OpenGL using the Java library.

## Software Developer | DUNGEON REALMS | Sept. 2015 – Feb. 2016

- · Refactored and rewrote the existing codebase using Java to be maintainable and efficient.
- · Used MongoDB and SQL to seek an effective database system for the network's large influx of queries.