

# Chance Beyer

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## SUMMARY

Experienced Data Services Software Engineer 3 with a strong track record of designing, developing, and optimizing data solutions to drive business success. Proficient in a wide range of data technologies, with a deep understanding of data architecture, ETL processes, and data warehousing. Skilled in collaborating with cross-functional teams to deliver data-driven insights and solutions. Seeking opportunities to leverage my expertise and contribute to the growth of innovative data-driven projects.

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## EXPERIENCE

### Software Engineer III

#### Amerihome Mortgage

July 2022 – Now, Thousand Oaks, California

- Led the development and maintenance of complex data pipelines, ensuring efficient data extraction, transformation, and loading (ETL) processes.
- Designed and implemented data modeling solutions, optimizing database schema for performance and scalability.
- Collaborated with data scientists and analysts to translate business requirements into technical specifications and deliver actionable insights.
- Implemented data quality checks and monitoring systems to ensure data accuracy and integrity.
- Primarily utilizing C#, .NET, MongoDB, AWS, TeamCity, Octopus, Microsoft SQL, and commercially available .NET-compatible software components to complete software development tasks.

### Software Engineer

#### Rico Technologies

May 2020 – January 2022, Thousand Oaks, California

- Designed and programmed C# applications that integrate data from one application to another. Primarily using the REST API to make web calls to various e-commerce platforms like Magento and Shopify.
- Built 2 Full-stack applications utilizing Node.js, Vue.js, C#, and Microsoft SQL according to business owner needs.
- Collaborated and partnered with many clients to help accelerate and design their e-commerce business.
- Receiving direction and tasks from a Technical Director or Development Lead and completing those tasks according to the task requirements and due date.
- Primarily utilizing C#, .NET, CSS, JavaScript, HTML, XML/XSL, Microsoft SQL, and commercially available .NET-compatible software components to complete software development tasks.
- Documenting developed code according to software development standards and according to company best practices.
- Recording billable and non-billable time for tasks descriptively and accurately.
- Contributing technical considerations to system configuration documentation and user documentation.

### Full Stack/Web Design Intern

#### NovaStor

March 2020 - May 2020, Thousand Oaks, California

- Utilized PHP, HTML, CSS, and MVC design patterns to develop websites from scratch.
- Receiving direction and tasks from a Technical Director.

### Warehouse Assistant

#### Sideshow Collectibles

May 2017 - May 2020, Thousand Oaks, California

- Conducted data entry and routine data checks of millions' worth of inventory.
- Received, unloaded, and shipped hundreds of thousands worth of fragile products daily and entered the inventory into our warehouse database.
- Conducted timely and accurate inventory counts to maintain current supply records and facilitate smooth ordering.

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## INDEPENDENT PROJECTS

### Non-profit NFT Project to Support Physical and Mental Diseases

2022

### Full Stack Web Application For RICO (eCheckpoint)

2021 • <https://echeckpoint.com/>

- Designed and lead development of a product for RICO Technologies.
- Utilized and created a Node.js frontend, API made in C# and SQLServer databases.

### Full Stack Client-Server Project

2020 • <https://github.com/chancebeyer1/Software-Engineering-Project>

- Designed, documented, and programmed a Client to Server-side Project developed in Java.
- Utilized and created a user interface, API and MySQL databases hosted on AWS.

### **2-3 Trees Data Structure**

2020

- Designed and created a 2-3 trees data structure from scratch in C++.

### **Java Minecraft Developer**

2017-2019

- Developed Java plugins and Mods of the Java-based game Minecraft so that my friends and I can play a better gaming experience.

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## **EDUCATION**

### **Bachelor of Science in Computer Science**

California Lutheran University • Thousand Oaks, California • 2021 • GPA 3.9

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## **COURSEWORK**

### **Software Engineering**

California Lutheran University • Teamwork

Coordinated with a small team to complete the semester long project

### **Advanced Programming (Java)**

California Lutheran University

### **Organization of Programming Languages (C/C++)**

California Lutheran University

### **Operating Systems (Linux)**

California Lutheran University

### **Computer Organization and Architecture (Assembly Code)**

California Lutheran University

### **Data Analysis with R**

California Lutheran University

### **Logic**

California Lutheran University

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## **INVOLVEMENT**

### **Competitive Programing Team**

California Lutheran University • Team Member • 2019

- Competed at the ACM-ICPC International Collegiate Programming Contest.

### **Computer Science Club**

California Lutheran University • Vice President • 2018 - 2020

- Completed many Leetcode computer science problems.
- Prepared for the interview process by running through possible interview questions.

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## **SKILLS**

**Proficient Computer Languages:** C#, JavaScript, VUE.js, Java, SQL, HTML, CSS

**Technical Skills:** Microsoft Office, Google Suite, R, Linux, Visual Studio, NetBeans, Magento 2, Shopify, eCommerce Integrations