

# Chase Stearn

## Fullstack Developer

Passionate about solving problems and creating things

✉ run.after@protonmail.com

📞 312 497 0447

🌐 runafter.dev

🐙 github.com/run-after

## WORK EXPERIENCE

### Building Engineer IV

Renaissance Hotel and Convention Center

07/2017 - Present

Schaumburg, IL

### Field Technician

Trane

03/2016 - 07/2017

Fresno, CA

### Cluster Engineer

Marriott International

01/2015 - 03/2016

Chicagoland

### HVAC/R Mechanic

PAE

01/2014 - 01/2015

Antarctica

### HVAC/R Mechanic

J&J Worldwide Services

03/2012 - 01/2014

Honolulu, HI

### HVAC/R Field Technician

Innovative Mechanical Group

01/2006 - 03/2012

Chicagoland

## TASKS RELATED TO EXPERIENCE

Main point of contact when client has issues

Translate client's problem into the technical issue

Breakdown problems into small solvable problems

Logically troubleshoot issues and derive a solution

Read documentation to become more familiar with issues/solutions

Quickly learn new technologies to better complete tasks efficiently

Communicate with team members to successfully complete each task

## TECHNOLOGY

HTML

CSS

JavaScript

Ruby

Ruby on Rails

Bootstrap

React

OOP

Git

GitHub

npm

webpack

Visual Studio Code

TDD

SQL

Omniauth

AWS

## PERSONAL PROJECTS

### Odinbook

- Built using Ruby on Rails, Styled with Bootstrap
- Includes the core features of Facebook
- Utilizes a mailer to welcome a new user
- Utilizes Omniauth to allow signup via existing Facebook account
- AWS S3 via Active Storage to allow an attachment/update of an avatar photo
- Try it live: <https://blooming-shore-50178.herokuapp.com/>
- username: test@test.com, password: password

### Battleship

- Built using TDD with Jest
- Built with JavaScript factory functions, modular pattern and bundled with Webpack
- Custom CSS with animations and responsive design
- Try it live: <https://run-after.github.io/battleship/>

### Memory Game

- Built using React hooks
- Manipulates state to log clicks
- Manipulates state to log score / high score
- Try it live: <https://run-after.github.io/memory-game/>

### To-Do

- Built using JavaScript and bundled with Webpack
- Locally saves data via LocalStorage
- Created using modules to keep code clean and maintainable
- Each task is color-coded based on priority
- Each task can be created, edited and deleted
- Try it live: <https://run-after.github.io/js-to-do/>