Chase Stearn

Fullstack Developer

Passionate about solving problems and creating things

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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

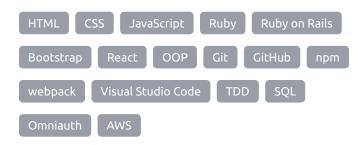Breakdown problems into small solvable problems

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

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 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/

Virtual Library
- Built with JavaScript
- Locally saves data via LocalStorage
- Has the ability to change the 'read' status on each book
- Has the ability to add new books to the library, and delete a book once already in the library
- Try it live: https://run-after.github.io/js-library/