CHASE STRICKLER

Minneapolis, MN

CAREER OBJECTIVE

Staff Software Engineer looking for a position where I can contribute to meaningful projects as a leader and mentor while continuing to learn and collaborate with other skilled, experienced engineers who are equally as passionate about technology.

TECHNICAL SKILLS

Languages/Frameworks: (Proficient) Kotlin, Java, Python, Dart, Groovy (Familiar) C++, HTML5/CSS, Javascript
Miscellaneous: Agile and Waterfall Methodologies, Git, Linux, Android Open Source Project (AOSP), Amazon Web Services (AWS), Gradle, Jenkins, Flutter, Github Actions, Docker, Terraform, SumoLogic, DataDog, LaunchDarkly, Flagsmith, OpenAPI/Swagger, Spinnaker, Ratpack, Spring Boot

RELEVANT EXPERIENCE

Samsung SmartThings - Minneapolis, MN

Staff Software Engineer - Client API, August 2024 - Present
- Co-lead technical implementation of multiple urgently requested, highly visible features simultaneously requiring close collaboration with multiple teams on design and constantly changing requirements
- Provide mentorship to junior engineers while serving in a technical team lead capacity

Senior Software Engineer - Client API, August 2022 - August 2024
- Maintain suite of client oriented services handling > 1 million requests per minute
- Design and support new and existing REST APIs catered to Samsung SmartThings first party clients
- Manage documentation and code generation across multiple Client API versions, ensuring backward compatibility
- Perform routine microservice infrastructure tasks such as increasing instance sizes, changing CI pipeline configurations, and updating deployment steps using Terraform, Jenkins and Spinnaker
- Support localizations to increase accessibility for new feature which provides a summary of a user's location
- Participate in first engineer swap at SmartThings as a means of increasing cross-team collaboration, transferring knowledge, and developing careers

Software Engineer - Client API, June 2021 - August 2022
- Implement APIs that aggregate resources on an account to reduce overhead for clients
- Transfer cloud architecture knowledge to principal engineer via weekly sync meetings for collaborative career growth
- Provide 24/7 on-call support during my week-long shift which includes responding to incidents, triaging bug tickets and working through ops/infrastructure related tasks

Airborne Athletics - Bloomington, MN

Mobile Developer, November 2020 - May 2021
- Implement CI/CD pipeline using Bitbucket Pipelines and Docker containers to automate application build process
- Collaborate with contractors to build custom AOSP images compatible with MTK Flashtool resulting in a 90% speed up in the factory flash process

Xirgo Technologies, LLC - Edina, MN

Software Engineer, June 2019 - November 2020
- Pioneer and managed Linux desktop on Ubuntu 18.0.4 used by the team to build Android system images and wrote a migration plan to cloud-based builds using Docker, Terraform, and Amazon EC2
- Support effort in updating device operating system images for pre-production phase devices by building system images and troubleshooting over-the-air (OTA) update issues

EDUCATION

Hamline University, St. Paul, MN

Bachelor of Arts in Computer Science, August 2019