

## James Chase II

mr.jdchase@gmail.com | Cochranville, PA | [linkedin.com/in/jameschase2](https://www.linkedin.com/in/jameschase2) | [github.com/Jchase2](https://github.com/Jchase2)

## EXPERIENCE

---

### FREELANCE

2022 – CURRENT

#### SOFTWARE DEVELOPER AND IT

- Replaced hardware components, enhancing system performance and reliability for clients.
- Resolved networking issues, optimizing connectivity for multiple individuals and businesses.
- Developed and improved websites, increasing client engagement and online presence for small businesses.

### CRS Consulting

2021 – 2022

#### SOFTWARE DEVELOPER

REMOTE

- Developed editable contract system with text diff, included DocuSign API integration.
- Integrated Google Workspace and Google Drive, streamlining document management for users.
- Worked with Redux-Saga, Express, and React to implement front end and back-end modules.
- Created PDF generation with Puppeteer, enabling contract preview and edit capabilities.

### LEAGUEBOARD

2021

#### SOFTWARE DEVELOPER

REMOTE

- Implemented state management system with redux-toolkit and guided team members on usage.
- Developed discussion forums with threads, replies and other features.
- Implemented follow and notification system allowing users to stay up to date with new posts.

### INMOTION HOSTING

2018 – 2019

#### TIER 1 IT SUPPORT

VIRGINIA BEACH, VA

- Diagnosed and resolved incidents related to Apache, Nginx, permissions, cPanel, WHM, Wordpress, firewalls, installation, and updates.
- Primarily utilized CentOS within virtualized containers in a cloud based environment.

## EDUCATION

---

### CODEWORKS

2020 – 2020

#### SOFTWARE ENGINEERING IMMERSIVE

REMOTE

### WEST CHESTER UNIVERSITY OF PENNSYLVANIA

SEPT 2014 – DEC 2017

#### COMPUTER SCIENCE, B.S.

WEST CHESTER, PA

### DELAWARE COUNTY COMMUNITY COLLEGE

SEPT 2012 – SEPT 2014

#### COMPUTER INFORMATION SYSTEMS, A.S.

MEDIA, PA

## PROJECTS

---

### SERVERHUD

2020 – 2024

- Created server and website monitoring application to improve uptime and security.

### CAPSTONE PROJECT

2016

- Built networked first person shooter collaborating in a team of 4 with two separate maps and a capture the flag mode.

## SKILLS

---

**Primary:** Full stack JavaScript, React, Node, Express, KoA, SQL, NoSQL, Postgres, Mongo, Mongoose, MySQL, Linux/BSD Variants, HTML/CSS, Material-UI, jQuery, JWT, Git, Jest, Cypress, Windows