

# Chuck Dries

Software Engineer • Web Developer • Teacher • Eagle Scout

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## Skills

<b>Web Development</b>	HTML, CSS, Modern Javascript, Vue, React, Typescript, MongoDB and some SQL
<b>Programming &amp; Ops</b>	Docker, Git, and Bash With some hands on with Kubernetes, Java, Python, and C# with Unity
<b>Design</b>	Photoshop, InDesign, After Effects, Premiere Pro
<b>Etcetera</b>	Leadership, management, and teaching experience, some hands on with KVM/ LibVirt/QEMU

## Work Experience

<b>Axosoft</b> <i>January 2018 - present</i>	<i>Software Developer</i> <ul style="list-style-type: none"><li>Worked on Gitkraken Glo, a kanban tool. Worked on implementing features in React frontend and microservice-based Express/Mongo backend.<ul style="list-style-type: none"><li>Owned the Cordova-based mobile app and build toolchain</li><li>Migrated our developer environment from docker-compose on dev laptops to Kubernetes with skaffold in AWS</li></ul></li><li>Work on the account site, which handles auth and registration for glo and timelines, all purchasing flows, license management, and more. Spearheaded a ground-up rewrite in Typescript and React</li><li>Work on account and payment systems backends in Express and Mongo</li></ul>
<b>The State Press</b> <i>August 2016 - December 2018</i>	<i>Digital Developer (Spring 2016, Fall 2017, Fall 2018), Graphics Editor (Fall 2016)</i> <ul style="list-style-type: none"><li>Created the Graphics desk to meet the needs of a new generation of news media</li><li>Directly managed and assigned stories to artists and graphic designers working on routine content, while creating and codifying procedures for the new desk</li><li>Developed unique interactive content for high profile stories, such as a searchable database of ASU employee salaries and interactive map of the university's parking ticket income on campus</li></ul>
<b>Desert Community Robotics</b> <i>March 2013 - July 2016</i>	<i>Teacher</i> <ul style="list-style-type: none"><li>Taught classes on Lego Mindstorms robotics, video production, basic physics</li><li>Ran a technology summer camp that included everything listed above and Seaperch underwater robotics</li></ul>

## Education

<b>Arizona State University</b> <i>Fall 2015 - Fall 2018</i>	<i>BS Computer Science - incomplete</i> <ul style="list-style-type: none"><li>I still come back every fall to guest lecture in one of my favorite professors' web development class</li></ul>
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## Other Projects

<b>Easy SMS</b> <i>Opportunity Hack 2018 (3rd place)</i>	<ul style="list-style-type: none"><li>Dead simple SMS automation for charities that need to notify people of events</li><li>Focus on easy to use UI, and CSV import/export as a first class citizen</li><li>Vue, Vuex, Node, Twilio API</li></ul>
<b>RPS-MMO</b> <i>Sunhacks 2017</i>	<ul style="list-style-type: none"><li>Browser based rock-paper-scissors tournament against any number of opponents</li><li>Focus on limiting scope and a polished MVP rather than wide featureset</li><li>Vue, Vuex, Node, socket.io</li></ul>
<b>Medication Tracking Solution</b> <i>Opportunity Hack 2017 (1st place)</i>	<ul style="list-style-type: none"><li>Allows foster organization Sunshine Acres to track and report medication given to foster children per Department of Child Safety requirements</li><li>Two frontends to best meet requirements: a data rich and flexible admin panel for healthcare administrators, and a simple mobile-first client for foster parents</li><li>Vue, Vuex, Typescript, Node, Express, and MySQL</li></ul>
<b>Virtual Keyality</b> <i>Desert Hacks 2017 (1st place)</i>	<ul style="list-style-type: none"><li>VR Typing Game in Unity</li><li>Uses SteamVR API for virtual reality and AWS Lambdas to queue up words (There was a prize category for using AWS stuff)</li></ul>