CHASE HARKCOM

Software Engineer

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Education

Honors Bachelor of Science Degree in Computer Science, University of Utah   Graduating Fall 2025

- **Relevant Courses**: Web Software Development I & II. Computer Networks. Interactive Graphics.
- 4.0 GPA and Dean's List every semester as of Fall 2024.
- Officer of the Software Development Club as of Fall 2024.
- Represented the Technical Coding Club at the International Collegiate Programming Contest 2023.

Work Experience

Software Engineer Intern, Lucid Software   May 2024 - August 2024, May 2025 - August 2025

- Developed and maintained web-based applications using TypeScript and Angular, enhancing product functionality.
- Participated in code reviews and provided constructive feedback to peers to ensure code quality and maintainability.
- Implemented new UI/UX designs to enhance user experience.
- Engaged in agile development practices, including sprint planning, daily stand-ups, and retrospectives, to improve team efficiency and project delivery.

Computer Science Lead Teaching Assistant, University of Utah   August 2023 - Present

- Take on lead responsibilities, such as managing help hour schedules and grading partitions.
- Assist faculty with assignment and exam grading.
- Lead lab sessions of up to 30 students, helping individual students and teaching larger groups.
- Proctor midterms and final exams.

Consultant, Nexinite LLC   May 2023 - August 2023

- Use Microsoft PowerApps and Power Automate to create dynamic applications for clients.
- Utilize the Microsoft Authentication library to access the Microsoft Graph API.

Developer/Consultant, Bandoly Services LLC   March 2018 - May 2023

- Design websites using Microsoft SharePoint and solve any issues with clients.
- Automate a sorting system for images utilizing Python.
- Utilize Vue.js to make responsive web pages.
- Use Flutter, Google Firebase, Microsoft PowerApps, and Microsoft Power Automate to create dynamic web and mobile applications for clients.

Skills

Programming Languages: C/C++. JavaScript/TypeScript. Python. Java. Rust. GLSL.
Frameworks/Libraries: Flask. Django. jQuery. Angular. Astro. OpenGL. Flutter.
Tools: Git. Confluence/Jira. Google Firebase.