

# CHASE COVINGTON

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## EDUCATION

### Clemson University

64 Credit Hours in Landscape Architecture

August 2019 - May 2019

Clemson, SC

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## WORK EXPERIENCE

### THIRDHOME

Software Engineer

June 2022 - October 2023

- Monitored and addressed regular production bugs and performance issues in existing Ruby on Rails services using Rollbar and Skylight, and utilizing CI/CD pipelines to integrate changes.
- Reduced overall JavaScript asset size by 30% by introducing Webpack code splitting and page-specific JavaScript packages, as well as a method to monitor bundle sizes to prevent regression.
- Implemented Two-Factor Authentication with support for both SMS and TOTP Authenticator Apps through usage of the Twilio Verify API.
- Built services for accessing, parsing, and storing scraped information from Airbnb.com and VRBO.com and provided long-term maintenance updates to support various changes and regional differences.
- Assisted in the building and maintenance of a framework to run A/B tests with Growthbook to promote user-driven updates and implemented a variety of tests.

### Clemson University

Resident Advisor

June 2018 - May 2019

Clemson, SC

- Advised students and planned events in order to teach and promote inclusivity, diversity, personal development, and academic performance.
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## TECHNICAL SKILLS

- Languages: Ruby, JavaScript, HTML, Slim, CSS (Sass, Tailwind), SQL (MySQL, PostgreSQL), XPath
  - Frameworks, Libraries, and Tools: Ruby on Rails, Node.js, Vue.js, React, Webpack, Docker, Bash
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## PROJECTS & OPEN SOURCE CONTRIBUTIONS

### The Odin Project - Open Source Curriculum Contributions

HTML, Git, Hotwire Turbo

<https://www.theodinproject.com/about>

Published a lesson on Turbo Drive, Frames, and Streams for the Rails 7 curriculum. Additionally, engaged in the community GitHub discussion boards to assist in overall content pacing and provided detailed pull requests to explain the basis for my proposals, my thought process, and further thoughts on future expansion

### Collectable Card Game Demo

Ruby on Rails, PostgreSQL, React, Stimulus, IndexedDB, Redis

<https://github.com/MchaseCov/collect-card-game>

Created an online game where users can create custom 30-card decks to challenge other players. React components render the game board and are complimented with Stimulus controller actions. Integrated IndexedDB and Redis to reduce database hits for smooth gameplay performance.