

Chase Sunstrom

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Summary	Innovative and analytical software developer with a strong passion for coding and problem-solving. Proficient in C, C++, C# + .NET, and Rust, with a solid foundation in software development principles and a proven ability to design and implement efficient solutions. Adept at contributing to impactful projects, delivering reliable code, and continuously expanding technical expertise to tackle complex challenges.		
Skills	Technical Skills Object-oriented programming, robotic process automation, continuous integration, API integration, full-stack development, systems engineering, adaptive learning strategies, performance analysis techniques, software development life cycle (SDLC), C, C++, Rust, Zig, C#, Python, Java, PL/SQL, Azure DevOps, Git, UiPath, Oracle APEX, database management, agile methodology, Scrum, Kanban, test-driven development, microservices architecture, containerization, Docker, Kubernetes, cloud computing, AWS, Google Cloud Platform, RESTful APIs, GraphQL, SQL Server, PostgreSQL, NoSQL databases, Linux administration, Windows Server, network architecture, cybersecurity fundamentals, CI/CD pipelines, GitHub Actions, code review practices, version control, debugging techniques, unit testing, integration testing, machine learning basics, data structures, algorithms, design patterns, technical documentation, requirements gathering, stakeholder communication, project management, infrastructure as code, Terraform, Ansible, PowerShell scripting, Bash scripting, web services, SOAP, XML, JSON, ETL processes, data warehousing, business intelligence, Power BI, Tableau, low-code development, workflow automation, process optimization, quality assurance		
Experience	Source Allies Inc. Software Engineering Consultant / InfoSec Consultant Software Engineer and Penetration Tester (Internal) Client - Software AI Architect • Modernized React frontend components across 3+ internal web applications, improving page performance, accessibility, and UI consistency • Optimized and hardened Python and Java backend services, reducing average response times by 50% and remediating 10+ security vulnerabilities • Conducted authorized penetration tests and security assessments of internal web applications and infrastructure, identifying 10+ vulnerabilities and partnering with engineering teams to drive remediation Streamside Solutions Lead Software Engineer • Rewrote legacy application using modern .NET and Rust, enhancing overall functionality. • Led software development team, driving project success and promoting collaboration. • Upgraded outdated Windows Forms UI to a contemporary TypeScript and Tailwind website. • Maintained VB and C# codebase, ensuring stability and delivering performance improvements. • Streamlined customer application installation process for enhanced efficiency. • Enhanced customer satisfaction through the implementation of modern development practices. MidAmerican Energy Software Engineer Intern • Designed and developed Robotic Process Automation workflows to streamline business processes. • Developed software solutions for energy management systems. • Enhanced Oracle APEX applications through user interface design and backend PL/SQL logic. • Transformed primary Oracle APEX site into an app catalog for improved visibility of organizational applications. • Automated codebase migration into Azure DevOps using C# and Python scripts, minimizing errors. • Configured Azure DevOps pipelines to facilitate continuous integration and deployment workflows. • Acquired practical knowledge in version control and software development lifecycle best practices. • Developed applications using .NET with VB, C#, and F#. Lima Flight Software Engineer - Contract • Conducted code reviews to uphold quality standards and best practices. • Integrated third-party APIs to enhance data exchange and overall functionality. • Migrated entire Python backend to C# to optimize performance on AWS. • Analyzed user requirements to develop software solutions and created technical specifications. • Collaborated with UI/UX designers to improve software usability and user experience. • Documented software designs and architecture for future reference and maintenance.	Urbandale, IA July 2026 – Present July 2026 – September 2026 September 2026 – Present	Remote November 2025 – July 2026
Projects	cforge • Designed and developed a C/C++ build tool with dependency management, integrated testing, project packaging, and workspace management. • Implemented seamless integration with CMake, enabling existing projects to adopt CForge without conflicts. • Earned 200+ stars on GitHub, reflecting strong community interest. Github Wireless Rover • Engineered bare-metal firmware in C and ARM Assembly for Arduino R3, Arduino UNO, and ESP32 microcontrollers, bypassing the Arduino HAL for direct register-level control • Developed a wireless handheld controller on Arduino R3 in bare-metal C, establishing Bluetooth and WiFi links with the ESP32 rover for real-time command and telemetry • Programmed Arduino UNO firmware to interface with onboard sensors and PWM motor drivers, enabling closed-loop control of rover direction and speed Github LCD Firmware • Developed LCD firmware for the ATmega2560 using raw C and assembly. • Implemented without any standard, or external libraries and headers, demonstrating low-level hardware control and embedded systems knowledge. Github circular • Created a Visual Studio extension in C# to detect circular dependencies in C/C++ projects. • Automated checks to run during builds, providing real-time pop-up alerts and build errors for faster debugging. Github	March 2025	October 2025 October 2025 March 2023

Education	Des Moines Area Community College Software Engineering Associates in Applied Science	June 2023 – December 2025
References	References available upon request. C++ Developer Certificate C# Developer Certificate Java Developer Certificate	