

CHAZ DOOLEY

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PROFESSIONAL SUMMARY

Motivated and solutions-focused Software Engineering graduate with hands-on experience in full-stack development, object-oriented programming, and software support. Skilled in Java, Python, TypeScript, SQL, and modern frameworks such as Spring Boot, React.js, Angular, and Node.js. Successfully completed the FastTrack Full-Stack Software Development Training Program, reinforcing expertise in scalable application design and RESTful APIs. Proven ability to communicate effectively, troubleshoot complex issues, and collaborate across cross-functional teams. Dedicated to building user-focused software solutions and continuously growing expertise in agile teams and emerging technologies.

EDUCATION

Kennesaw State University <i>Bachelor's, Software Engineering</i> <ul style="list-style-type: none">Relevant Coursework: Object-Oriented Programming, Data Structures, Computer Organization and Architecture, Database Systems, Operating Systems, User-Centered Design, Application DomainAcademic Achievements: President's List (1 Semester) Dean's List (4 semesters)	08/2020 - 12/2024 <i>GPA: 3.68</i>
Cook Systems <i>Bootcamp, Software Development / Full-Stack Web Development</i>	05/2025 - 06/2025

PROFESSIONAL EXPERIENCE

Kennesaw State University <i>CCSE Teaching Assistant/Computing Principles Tutor</i> <ul style="list-style-type: none">Supported graduate teaching assistants in teaching computing concepts and coding techniques to over 50+ students per semester, ensuring clarity through structured examples and practical exercises.Provided personalized tutoring and training for 10–15 students weekly, improving their comprehension and application of foundational programming languages (C++, Java, Python, C#, SQL) and computing concepts.Identified, analyzed, and resolved coding issues in assignments and projects for 40+ students, offering actionable feedback that increased assignment accuracy by 20-25% on average.	Marietta, GA, USA <i>12/2023 - 12/2024</i>
Children's Healthcare of Atlanta <i>Medical Device Integration and Software Support Intern</i> <ul style="list-style-type: none">Assisted the Mobile Clinician team in resolving 50–60 ServiceNow tickets weekly, ensuring system functionality and adherence to SLAs with a resolution accuracy rate of 98%.Handled 30–35 monthly data requests, utilizing SQL, Microsoft Azure, SQL Server Management Studio, and Microsoft Excel to deliver insights and maintain data integrity.Applied research findings to upgrade planning, ensuring seamless system transitions and minimized downtime.Collaborated with cross-functional teams to monitor and maintain medical technology.	Atlanta, GA, USA <i>05/2022 - 08/2022</i>

PROJECTS & OUTSIDE EXPERIENCE

Project Management Dashboard - Link to project <i>Full-Stack Developer</i> <ul style="list-style-type: none">Architected and implemented a collaborative web-based project management tool featuring multi-user support, announcements, teams, and projects, built with Angular (frontend) and Spring Boot (Java backend).Crafted 10+ reusable Angular components for seamless UI rendering and efficient state management of users, teams, and projects, integrated with reactive forms and HTTP services to interact with RESTful APIs.Modeled relational data using JPA/Hibernate, enforcing strong business logic in services.Delivered secure backend endpoints with structured input validation, object transformation, and access control for 3 core user roles.Enabled accurate UI state with bidirectional data modeling and flexible deletion logic (hard + soft delete support)Environment: Angular, TypeScript, Java, Spring Boot, PostgreSQL, PGAdmin, JPA, Lombok, Maven, Postman, VS Code, Github	Memphis, TN, USA <i>05/2025 - 06/2025</i>
Battleship - Link to project <i>Frontend Developer</i> <ul style="list-style-type: none">Engineered a fully functional browser-based version of the classic Battleship game using Angular for the frontend and .NET (C#) for backend AI logic.Developed a modular architecture with reusable Angular components to manage grid logic, ship placement, game state, and player interaction.Integrated Howler.js for dynamic audio effects to enhance user engagement during gameplay.Deployed persistent configuration, scoring, and gameplay logic using service-driven communication and localStorage.Programmed a turn-based AI opponent in C#/.NET to manage server-side logic and decision making.Environment: Angular, TypeScript, C#, .NET, Howler.js, VS Code, GitHub	Memphis, TN, USA <i>05/2025 - 06/2025</i>
Twitter Clone API - Link to project <i>Backend Developer</i> <ul style="list-style-type: none">Developed a production-grade RESTful social media API enabling user registration, tweet posting, likes, follows, and mentions using Spring Boot, JPA, and PostgreSQL.Architected robust entity models supporting embedded profiles, soft-deletion, and bi-directional many-to-many user relationships (likes, followers, mentions).Engineered robust user input handling, object transformation workflows, and secure endpoint logic for profile updates, following/unfollowing, and user lifecycle actions.Formulated and validated 15+ robust API endpoints using Postman, covering edge cases and enhancing error handling across user interactions.Applied clean architecture with service/repository layers, custom exceptions, and global error handling, enhancing code readability, maintainability, updatability, and scalability.Environment: Java, Spring Boot, PostgreSQL, PGAdmin, JPA, Lombok, Maven, Postman, Eclipse, Github	Memphis, TN, USA <i>05/2025 - 06/2025</i>

SKILLS

Languages: Java, JavaScript, TypeScript, Python, C++, SQL, HTML, CSS
Frameworks & Libraries: Spring Boot, React.js, AngularJS, Node.js, Maven
Databases: Postgres, MongoDB, SQL Server, Azure SQL
Cloud & DevOps: Azure DevOps, Github, Git, REST APIs
Tools & Platforms: Visual Studio Code, IntelliJ, Eclipse, XCode, PyCharm, CLion, Postman, npm, PgAdmin
Testing: Unit Testing, JUnit
Design & UI/UX: Figma, Marvel
Development Methodologies: Agile, Scrum
Operating Systems: MacOS, Windows