

Alexander Chuckas

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Languages: Python, Java, JavaScript, Typescript, React & React Native, HTML, CSS, C#, C++, MUMPS (M), Terraform, Node.js, Swift

Frameworks: Amazon Web Services (AWS), CI/CD, NextJS, Tailwind CSS

Tools: Git, Github, Docker, PostgreSQL, Redux & Zustand

Project and Product: Roadmapping, Sprint Planning, User Research, Prioritization, Go-to-Market Strategy

Misc: Adobe Premiere Pro, Adobe After Effects, Adobe Illustrator, Adobe Photoshop

Work Experience

Sep 2024 – Sep 2025
New York, NY

Sidequest – Founder & Software Engineer

React Native, Typescript, NextJS, Django, AWS (ECS, S3, RDS), Terraform, Product & Project Management

- Designed, built, and launched a 0 to 1 full-stack mobile app for location-based event discovery with 35+ frontend screens and 40+ REST endpoints integrating Mapbox, image processing, and calendar features
- Engineered core features: authentication (email and social), event filters, user profiles with saved events, event recurrence, post submission, and internal admin tooling and management dashboard
- Architected scalable AWS infrastructure (S3, RDS, ECS) with Terraform, designing application data models and integrating external services to support a production-ready backend
- Built a companion Next.js site serving landing pages, internal admin tooling, and usage metrics reporting
- Led product strategy, research, development, branding, and real-life events (with 100s of attendees + a Yerba Mate partnership) as a solo founder, scaling Sidequest to 100+ users before transitioning off to pursue full-time engineering opportunities

Sep 2022 - Jan 2024
Sunnyvale, CA

Amazon (Alexa Music) - Software Engineer

Java, Typescript, Git, AWS, CI/CD, Security Review, Software Architecture Design

- Reduced service response times by 1000s of milliseconds through org-wide latency optimization initiatives involving parallelization, caching, and early data propagation while ensuring operational rigor and high availability
- Invented asynchronous processing technology handling 1000s of TPS on a small team of 5 developers
- Pioneered complete security audit and review for new asynchronous processing service
- Implemented CI/CD pipeline for music casting service saving 30-40 developer days per year and serving millions of customers
- Fulfilled 100s of customer tickets and operational readiness tasks

Aug 2021 - Aug 2022
Madison, WI

Epic Systems - Software Engineer

MUMPS (M), Typescript, JavaScript, C#, CSS, SQL, Git

- Developed Electronic Health Information (EHI) management software for over 2000 hospital locations with focus on clinical inpatient and outpatient ordering workflows
- Overhauled volume display item to allow clinicians to place orders with weight-based volumes while investigating, testing, and documenting across 100+ workflows to ensure system integrity
- Conducted code reviews to identify usability and performance issues, delivering recommendations that enhanced application efficiency and user experience

Jan 2020 - May 2020
Irvine, CA

Western Digital - Firmware Engineer Intern

Python, Firmware Analysis, SQL, Software Documentation

- Automated HDD firmware analysis process with Python tool created to analyze and parse trace files containing over 1 billion lines and optimized error triage using SQL queries

Education

Sep 2017 - May 2021
Troy, NY

Rensselaer Polytechnic Institute

Dual Major Bachelor of Science (BS) in Computer Science (CS) and Computer Systems Engineering (CSE)
– Magna Cum Laude

Organizations and Interests 8th Wonder Hip Hop Dance Crew, Weightlifting, Filmmaking

Projects

Oct 2023

Tee Time Booker

Python, HTML, Selenium

- Created a bot which automatically wakes and books golf tee times in less than 100ms from availability

May 2022 – Aug 2022

Celebrity Sings

Python, Spleeter, Adobe Premiere

- Applied speech recognition and video/audio processing APIs to splice multi-hour celebrity speech videos into brief, word-based segments, including a custom tool for downloading footage
- Compiled segments into a full-length video of the celebrity singing a chosen song, with final assembly performed manually in lieu of automated editing

Mar 2017 - Sep 2018

Candy Cats

Swift, XCode, SQL, Adobe Photoshop/Illustrator

- Engineered a single player endless scrolling action mobile game garnering 50 downloads
- Included over 100 sprites, 7 in-app purchases, interactive game physics, 20 animations, 10 characters with 280 unique voice lines, 100 achievements, and 8 menus, coded in Swift UIKit and GameKit