Chase Pierce

Software Architect | Engineering Executive

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SUMMARY

Engineer first and leader by consequence, with 20+ years across consumer platforms, high-growth startups, and the platforms businesses run on. I architect distributed systems that ship faster because the patterns make the right thing the easy thing, and break less because the platform prevents the fires. I've worked every layer of the stack, from platforms serving hundreds of millions of monthly users to greenfield builds taken from first commit to running the business, money-moving systems included. Still in the PRs and the hard design calls, because the title is downstream of the work.

TECHNICAL SKILLS

Architecture	System design, distributed systems, microservices, event-driven architecture, greenfield platforms, legacy migrations, multi-cloud infrastructure
Leadership	Technical strategy, RFCs, architecture decision records (ADRs), PRDs, incident command, service level objectives (SLOs), engineering KPIs, AI-native SDLC design, mentoring
Languages & Frameworks	Go, TypeScript, JavaScript, PHP, Python, Bash, React, Vue.js, Node.js, Laravel
Data	Postgres, CockroachDB, Timescale, ClickHouse, MySQL, MongoDB, SQLite, Redis, Hadoop
Messaging & APIs	REST, gRPC, GraphQL, AMQP/RabbitMQ, Kafka, webhooks at scale
Platform & Infra	Docker, Docker Swarm, Kubernetes, ECS, microVMs, Traefik, Nomad, Consul, Vault
Cloud	AWS, Google Cloud (GCP), DigitalOcean, Heroku, Vercel, Cloudflare, on-prem datacenters
Observability	Prometheus, Elasticsearch (ELK), OpenTelemetry, Jaeger, Datadog, Sentry, PagerDuty
IaC & Delivery	Terraform, Pulumi, Packer, Chef, CI/CD, GitHub Actions, CircleCI, Codefresh

EXPERIENCE

Vice President, Software Engineering | Aptive

Sep 2025 - Sep 2026

Senior Director, Software Engineering (Sep 2025) > Vice President, Software Engineering (Mar 2026)

- Moved the organization to an AI-native, API-first SDLC built on agentic development and review, with AI as a core product feature: 5x developer velocity and sharply higher code quality.
- Introduced the engineering Forge (KPI scorecards across reliability, delivery, impact, leverage, and security) and continuous deployment, taking the department from a few pull requests released a day to hundreds merged a day.
- Led a 43-person department through four direct reports across product engineering, platform engineering, DevOps, and QA; grew the inherited team with six engineering hires.
- Scaled Aspyn's delivery and product offerings to all 76 service centers and 1M active customers while holding a 99.95% uptime SLO; ran incident command across engineering and DevOps.

Principal Software Architect | Aptive

Sep 2023 - Sep 2025

- Architected and led Aspyn, a greenfield platform processing $500M+ in annual recurring revenue (ARR) across seven domains (CRM, Field Service, Pay, Sales, Communications, Licensing, Platform) on Go, PHP, React, Postgres, RabbitMQ, and AWS.

- Delivered a 14-month greenfield-to-GA migration off legacy vendor systems: 76 service centers and 1M customer accounts cut over with zero rollbacks and zero data-loss incidents.
- Designed Pay as an adapter over Stripe, which held card data and kept PCI DSS scope minimal.

Software Architect | Entrata
May 2021 - Sep 2023

Cloud Architect (May 2021) > DevOps Architect (Dec 2021) > Software Architect (Oct 2022)

- Led containerization and moved the core monolithic repository onto GitHub Actions CI/CD.
- Partnered with teams to break services out of the monolith, including the Pay domain, into Laravel services with real continuous deployment, paying down decades of tech debt and modernizing the UI and UX with React.

Principal Software Engineer | TruGolf
Jan 2020 - Apr 2021

- Owned the marketing website and player interactions with E6 Connect (TruGolf's simulator platform, now 350,000+ users), stabilizing the existing Go backends.
- Modernized peer-to-peer multiplayer and built an engine-agnostic multiplayer service for E6 Golf's online play.

Senior Backend Engineer | Outdoorsy
Feb 2019 - Oct 2019

- Built a Docker Swarm platform that moved services off Heroku to stateless, Docker-first architecture; owned CI/CD, repo automation, and security tooling, and trained the team through it.

Senior Infrastructure Engineer | Even
Jul 2018 - Dec 2018

- Defined the engineering infrastructure alongside the CTO as the sole DevOps, security, operations, and IT engineer, building a stable, testable, continuously delivered platform as the team grew.

Senior Software Engineer | Imgur
Oct 2016 - May 2018

- Designed a scalable microservice architecture to replace the legacy monolith behind 250M monthly users, led the company's migration to Go, and shipped Messaging, Favorite Folders, and Video Upload.

Software Engineer | Riot Games
May 2014 - Jul 2016

- Built the Amazon integration that gave players a free champion for claiming League of Legends on Amazon.
- Shipped the global RiotBar used across every Riot Games website, and the in-house CMS for League of Legends Universe.
- Worked on the in-game content management and delivery system, and the client's move from legacy Flash to HTML5.

Developer | Bluehost
Nov 2013 - May 2014

Web Developer | BetterServers
Nov 2012 - Jun 2013

Head of Information Technology | SoftwareMedia.com
Apr 2011 - Oct 2012

EDUCATION

Self-taught software engineer

Writing code since age 11; mentored through a development internship at a local news station as a teenager.