

CHASE PIERCE

Software Architect · Engineering Executive

Remote / syntaqx@gmail.com

syntaqx.com / linkedin.com/in/syntaqx / github.com/syntaqx

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 the UI users touch to the infrastructure underneath, at both ends of the spectrum: platforms serving hundreds of millions of daily users, and greenfield builds taken from first commit to running the business, including money-moving systems where correctness isn't negotiable. 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, architecture review (RFCs), incident command, service level objectives (SLOs), engineering KPIs, SDLC design, mentoring
Languages	Go, TypeScript, JavaScript, PHP, Python, Bash
Databases	Postgres, CockroachDB, Timescale, ClickHouse, MySQL/MariaDB, MongoDB, SQLite, Redis
Messaging & APIs	REST, gRPC, GraphQL, AMQP/RabbitMQ, Kafka, webhooks at scale
Platform & Infra	Docker, Kubernetes, ECS, microVMs, Traefik, Nomad, Consul, Vault
Cloud	AWS, Google Cloud, DigitalOcean, Vercel, Cloudflare
Observability	Prometheus, Elastic (ELK), OpenTelemetry, Datadog, Sentry, PagerDuty
IaC & Delivery	Terraform, Pulumi, Packer, GitHub Actions, CircleCI

EXPERIENCE

Vice President, Software Engineering

Sep 2025 - Sep 2026

Active

Sr. Director, Software Engineering (Sep 2025) > VP, Software Engineering (Mar 2026)

- Led a 43-person engineering department spanning product engineering, platform engineering, DevOps, and QA.
- Scaled Aspyr'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.
- Introduced the engineering Forge: scorecards with quantifiable KPIs across reliability, delivery, impact, leverage, and security, holding teams accountable for reviews, rollbacks, and rework, and surfacing engineering health metrics.
- Overhauled the SDLC to cut low-value metawork and let teams ship faster on work they enjoyed more.

Principal Software Architect

Sep 2023 - Sep 2025

Active

- Architected and led Aspyr, a greenfield platform spanning 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.

Software Architect

May 2021 - Sep 2023

Entrata

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

- Led containerization and CI/CD modernization, moving teams onto continuous integration and deployment.
- Partnered with teams to break services out of the monolithic repository and architecture, modernizing a legacy in-house framework, breaking tight couplings, and paying down decades of tech debt while modernizing the UI and UX with React.

Stack: PHP/Laravel, Postgres, AMQP, React, AWS, on-prem datacenter

Principal Software Engineer

Jan 2020 - Apr 2021

TruGolf

- Owned the marketing website and player interactions with E6Connect, stabilizing the existing Go backends.
- Modernized peer-to-peer multiplayer and built an engine-agnostic multiplayer service for E6Golf's online play.

Stack: Go, Postgres, Vue.js, Docker, Kubernetes, Docker Swarm, Traefik, Terraform, GCP, AWS, DigitalOcean

Senior Backend Engineer

Feb 2019 - Oct 2019

Outdoorsy

- 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.

Stack: Docker (Swarm), Kubernetes, Nomad, Consul, Vault, Go, gRPC, Postgres, Heroku, DigitalOcean, AWS, GCP

Senior Infrastructure Engineer

Jul 2018 - Dec 2018

Even

- 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.

Stack: Go, gRPC, Postgres, Docker, Kubernetes, Terraform, AWS, GCP, CircleCI, Codefresh

Senior Software Engineer

Oct 2016 - May 2018

Imgur

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

Stack: Go, PHP 7, MySQL, Node.js, AWS, Docker, Chef, Kubernetes, Elasticsearch (ELK), Redis, RabbitMQ, Jaeger, Datadog

Software Engineer

May 2014 - Jul 2016

Riot Games

Stack: Go, PHP, MySQL, AWS, Docker, Packer, MongoDB, Elasticsearch, Redis, RabbitMQ, Hadoop

Developer

Nov 2013 - May 2014

Bluehost

Web Developer

Nov 2012 - Jun 2013

BetterServers

Head of Information Technology

Apr 2011 - Oct 2012

SoftwareMedia.com

EDUCATION

Self-taught software engineer

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

Granite Technical Institute

2005 - 2006

Concurrent enrollment (grade 10): 3D Animation & Modeling, Computer Programming, Information Technology