Traditionally, chess engines use handcrafted evaluation functions based on human strategy. Recently, machine learning has been used as an alternative to direct position scoring. However, this typically involves training a model on human matches. Reinforcement learning has been shown to be a viable machine learning approach that, when combined with self play, can train a neural network for chess position evaluation without the need for human domain knowledge. This paper discusses our implementation of a reinforcement learning based chess engine, trained using self play.