Jason Miletta

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Experience / Employment:

Twitch - Software Developer Engineer II
Milwaukee, Wisconsin: Aug. 2021 – Present
Accomplishments:
- Developed a new contract managing system for generating/submitting/reviewing contracts for streamers/partners across regions. Aggregated 15+ key metrics per contract and integrated with systems to pull historical data to replace manual effort of working in webs of spreadsheets and cut time for submission in half.
- Upgraded internal search tool within Salesforce which consolidated partner information/demographics from an external system, with care to monitoring PII and sensitive data access, to decrease time to match partners with new opportunities.

Responsibilities:
- Developed automation within Salesforce to drive efficiency for account managers and to scale with increasing numbers of creators to support.
- Maintained and improved development pipelines/tools to ease the overhead of launching new features.
- Coordinated with external teams to develop integrations for consolidating data within Salesforce.
- Designed and documented coding standards and best practices for the development team.
- Solutioned explicit development tasks for engineers starting from ambiguous requirements from the business.

7Summits - Technical lead
Milwaukee, Wisconsin: Jul. 2016 – Jul. 2021
>*Positions:*
- **Technical Lead,** Dec. 2017 - Jul. 2021
- **Senior Salesforce Developer,** May 2017 - Dec. 2017
- **Salesforce Developer,** Jul. 2016 - May 2017

Accomplishments:
- Launched 15+ client projects starting from the design phase all the way to completion.
- Led multiple projects of combined onshore/offshore development teams of up to six developers.
- Contributed to company development standards regarding Salesforce developers and reusable internal components.
- Solutioned and Developed Case and Question Deflection forms that funneled into reusable Intellectual Property for 7Summits
- Pioneered the Technical Lead positions at 7Summits.

Responsibilities:
- Developed heavily customized partner-communities through lightning components and added backend business functionality as a fullstack developer.
- Contributed regularly to company IP in the form of reusable code packages and products.
- Managed code and configuration deployments through the use of Salesforce change sets, the metadata API, and ANT scripts.
- Planned and scheduled tasks with project managers and budget concerns in mind to meet project deadlines.
- Delegated work/duties amongst development teams per project and provided task estimates, solutions, and coding support for fellow developers.
- Interviewed, trained and onboarded new Salesforce and front end developers.
- Communicated frequently with clients and internal teams on stand ups, workshops, etc.
- Created integrations through the use of middle-ware including Mulesoft and Boomi, alongside REST api web service/callouts.

Penrod Software - Salesforce Software Engineer
Milwaukee, Wisconsin: Oct 3, 2014 – June 28, 2016.
Responsibilities:
- Developed Salesforce solutions through Visualforce and Apex development.
- Undertook Lead developer role on multiple small scale projects.
- Communicated directly with clients to build out solutions and ongoing support issues.

Certifications:

- Salesforce Certified Force.com Developer - Nov. 2016
- Salesforce Certified Platform App Builder - May. 2016
- Salesforce Certified Platform Developer 1 - Aug. 2019
- Salesforce Certified Administrator - Sep. 2019
- Salesforce Certified Community Cloud Consultant - Sep. 2019
- Salesforce Certified Platform Developer 2 - Apr. 2021

Technical Skills:
Salesforce, Apex, Visualforce, Lightning, SOQL**,** Java, C#, C, C++, Javascript, Unity, Swift, .Net, UE4, Blender, AngularJs, JQuery, CSS, Bootstrap, HTML, SQL, Intellij IDEA, Visual Studio, Eclipse, Git, SVN

Education:
University of Wisconsin Milwaukee, Bachelor of Science in **Computer Science**, Dec. 2015