

EXPERIENCE

LEAD SOFTWARE ENGINEER ▼

September 2021 - present

- > Established a tagging and release process. Set and followed a regular release cycle.
- > Rewrote the developer setup documentation.
- > Instituted scrum ceremonies and promoted their adoption by the team.
- > Enabled the use of the Help Portal within MissionInsite.
- > Integrated with IT to allow the auto-provisioning of new clients and client activation/deactivation.
- > Performed system-wide data updates with SQL Server using large third-party data sets.
- > Diagnosed and corrected issues preventing code generation between projects.
- > Integrated the Giving Dashboard Pilot (Tableau) into Realm (work unassociated with MissionInsite).

SENIOR SOFTWARE ENGINEER ▼

March 2021 - August 2021

- > Led a small team of developers tasked with building an analytics dashboard using Snowflake and the Sisense business intelligence tool.
- > Created a Vue SPA as a POC to assess the various embedding techniques offered by Sisense.
- > Embedded the analytics and data visualizations from Sisense into a Vue SPA.
- > Integrated the stand-alone Vue SPA into Realm (as a Vue SPA).

SOFTWARE ENGINEER ▼

March 2019 - February 2021

- > Introduced updated testing procedures (BDD) and implemented tools to generate tests by translating Cucumber's Gherkin syntax.
- > Oversaw and supported contract work on a variety of projects such as a website builder and publisher, a streaming platform, and a portal to assist and provide documentation to Realm.
- > Regularly hosted and presented at open invitation technical talks with an attendance of 20-30 representing individuals from multiple departments with varying levels of technical experience.
- > Developed, designed, implemented, and maintained CRUD API endpoints using Golang.
- > Designed and implemented new databases and schemas using PostgreSQL for account management and authentication across multiple products.
- > Designed and developed a tool that is used as a sandbox for rapid prototyping and also helps in facilitating UX/UI A/B testing.

SOFTWARE ENGINEER ▼

March 2019 - February 2021

> Developed an SSO authentication layer to provide a centralized integration point for internal and external products both future and present.

> Designed and created a component library using Vue.js SFC's, Rollup, npm, and Github Packages that generated npm packages.

SOFTWARF FNGINFFR ▼

May 2018 - February 2019

- > Contributed to all phases of product development, from architectural planning to development to the release.
- > Created a Vue SPA that allowed users to give to a church or organization.
- Developed and maintained API's using Golang.
- > Optimized gueries and document/subdocument/key indexing strategies in Couchbase.

JUNIOR SOFTWARE ENGINEER / SOFTWARE ENGINEER \(\neg \)

August 2017 - April 2018

- > Developed and maintained a global library with 50+ ¡Query plugins and 40+ Vue.js components.
- > Standardized and maintained a global front-end design system for Realm.
- > Built a tool (Particle) to organize, minify, bundle, and serve (via CDN) all global front-end components, plugins, and styles used by Realm.
- > Migrated all global front-end components, plugins, and styles from Realm into Particle.
- > Frequently handled integrations between internal projects written in Vue.js/modern JavaScript, C#/.NET MVC, and Golang as well as integrations with third-party services and external API's.
- > Created tools to standardize and improve developer experience and accelerate the rate of development (enum/JavaScript generator, dynamic link builders with permissions set via JWT, etc).
- > Built the Realm Help Center, a SPA written purely in JavaScript and jQuery.
- > Subject Matter Expert (SME) for analytics (Segment, Intercom) and styling languages (CSS/SCSS/LESS).

PROJECTS

JAMIELEVINER.COM

My personal website. Created using the jekyll theme Jalpc.

MUSCOVY'S FOOD & SPIRITS WEBSITE

contract work Responsive restaurant website showing menu options, hours, a calendar of events, a photo gallery, and integrations with social media.

IKS METAL SLITTING CALCULATOR ANDROID APP (262 DOWNLOADS)

contract work Calculates the optimal horizontal clearance for a slitter based on material type, gauge, and tensile strength.

BOX READY ANDROID APP (388 DOWNLOADS)

free w/ ads An 8 week customized workout builder with demonstration videos, a workout log, and terminology explanation section.

BAR BUDDY ANDROID APP (PAID)

paid Manages your bar tab, calculates tips, and even uses a geofence to prevent you from leaving the bar before closing your tab.

EDUCATION

B.S. IN COMPUTER SCIENCE, MINOR IN APPLIED MATHEMATICS

Francis Marion University, Florence, SC 29501

SKILLS

∇	C# / .NET MVC / .NET Core	∇	JavaScript
∇	jQuery	∇	VueJS
∇	CSS / SCSS / LESS	∇	Golang