

Jamie Leviner

Lead Software Engineer

Born 1980 in Florence, SC



About me

I work as a software engineer lead with a concentration on front-end architecture, frameworks, and tooling. I have found that I am drawn to environments with a development culture that prioritizes the improvement and enablement of its members. I prefer to work remotely and I am only interested in exploring full-time positions.

Skills

C# / .NET MVC / .NET Core

JavaScript

jQuery

VueJS

CSS / SCSS / LESS

Golang

Docker

SQL Server

Angular

NPM

Webpack

Grunt / Gulp

Team City / Octopus / Jenkins

Git

Bash / PowerShell

Contact



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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.

Software Engineer

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 queries and document/subdocument/key indexing strategies in Couchbase.

Junior Software Engineer / Software Engineer

August 2017 - April 2018

- Developed and maintained a global library with 50+ jQuery 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." }, { "bullet": "Migrated all global front-end components, plugins, and styles from Realm into Particle." }, { "bullet": "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." }, { "bullet": "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)." }, { "bullet": "Built the Realm Help Center, a SPA written purely in JavaScript and jQuery." }, { "bullet": "Subject Matter Expert (SME) for analytics (Segment, Intercom) and styling languages (CSS/SCSS/LESS)." }]

Education

Francis Marion University

B.S. in Computer Science, Minor in Applied Mathematics

Jan 2011 - Dec 2014

Francis Marion University, Florence, SC 29501

Projects

jamieleviner.com

Jekyll

My personal website.

Created using the jekyll theme Jalpc.

Muscovy's

Food & Spirits
website

JavaScript,

jQuery

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)

Android/Java

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

Box Ready

Android App

(388

downloads)

Android/Java

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

Bar Buddy Android App (paid)

Android/Java

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