



JAMIE LEVINER

LEAD SOFTWARE ENGINEER

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.

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 -

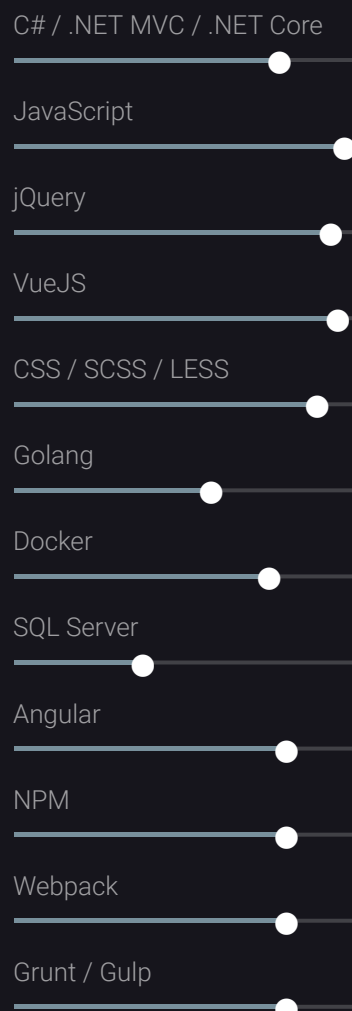
March 2019 - February 2021

- › 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

CONTACT

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SKILLS



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.
- › 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.