

# JAMIE LEVINER

SENIOR SOFTWARE ENGINEER



## Experience

### ACS Technologies

*Senior Software Engineer*

April 2021 - present

bullet": "Front-end lead on the" } }  
development of a greenfield business  
intelligence tool. This includes architectural  
planning, estimation of effort, and project  
development where optimized  
[ { ".performance is a requirement

### ACS Technologies

*Software Engineer*

July 2017 - April 2021

bullet": "Create multiple single-page" } }  
applications that leverage modern  
functionality (code-splitting, etc.) using  
Vue.js, Vue CLI, Vuex, Vuetify, and other  
various tools." }, { "bullet": "Frequently  
handle integrations between internal  
projects written in Vue.js/modern  
JavaScript, C#/.NET MVC, and Golang as  
well as with third-party services and  
external API's." }, { "bullet": "Create tools to  
standardize and improve developer  
experience and accelerate the rate of  
development (enum/JavaScript generator,  
dynamic link builders with permissions

## Education

### B.S. in Computer Science, Minor in

### Applied Mathematics

Francis Marion University, Florence, SC

29501

## Skills

JavaScript

jQuery

VueJS

CSS

SCSS/LESS

C#/ASP.NET  
MVC

Golang

Intercom

PostgreSQL

levels set via JWT, etc.)." }, { "bullet": "Developed an SSO authentication layer to provide a centralized integration point for internal and external products both future and present." }, { "bullet": "Designed and created a component library using Vue.js SFC's, Rollup, npm, and Github Packages that generates npm packages and is being used in multiple projects with more to come." }, { "bullet": "Develop, design, implement, and maintain new and existing CRUD API endpoints using Golang." }, { "bullet": "Designed and implemented new databases and schemas using PostgreSQL for account management and authentication across multiple products." }, { "bullet": "Regularly meet with the UX design team to assess designs for technical feasibility, identify and step through user workflows, scope project requirements, and estimate level of effort (LOE)/required working hours before the active phase of development." }, { "bullet": "Designed and developed a tool that is used as a sandbox for rapid prototyping and also helps in facilitating UX/UI A/B testing." }, { "bullet": "Generate and present reports around team progress and project development status to management and stakeholders at the close of each sprint." }, { "bullet": "Regularly host and present at open invitation technical talks with an attendance of 20-30 representing individuals from multiple departments with varying levels of technical experience." }, { "bullet": "Mentor new and existing developers on a daily basis. Help lead a front-end developer community of practice with over 30 members." }, { "bullet": "Introduced updated testing procedures (BDD) and implemented tools to generate tests by translating Cucumber's Gherkin syntax." }, { "bullet": "Oversee and support contract