Jamie Leviner

Lead Software Engineer
Born 1980 in Florence, SC

💼 Experience

Lead Software Engineer
September 2021 - present
[{ "bullet": "Established a tagging and release process. Set and followed a regular release cycle." }, { "bullet": "Rewrote the developer setup documentation." }, { "bullet": "Instituted scrum ceremonies and promoted their adoption by the team." }, { "bullet": "Enabled the use of the Help Portal within MissionInsite." }, { "bullet": "Integrated with IT to allow the auto-provisioning of new clients and client activation/deactivation." }, { "bullet": "Performed system-wide data updates with SQL Server using large third-party data sets." }, { "bullet": "Diagnosed and corrected issues preventing code generation between projects." }, { "bullet": "Integrated the Giving Dashboard Pilot (Tableau) into Realm (work unassociated with MissionInsite)." }]

Senior Software Engineer
March 2021 - August 2021
[{ "bullet": "Led a small team of developers tasked with building an analytics dashboard using Snowflake and the Sisense business intelligence tool." }, { "bullet": "Created a Vue SPA as a POC to assess the various embedding techniques offered by Sisense." }, { "bullet": "Embedded the analytics and data visualizations from Sisense into a Vue SPA." }, { "bullet": "Integrated the stand-alone Vue SPA into Realm (as a Vue SPA)." }]

Software Engineer
March 2019 - February 2021
[{ "bullet": "Introduced updated testing procedures (BDD) and implemented tools to generate tests by translating Cucumber's Gherkin syntax." }, { "bullet": "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." }, { "bullet": "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." }, { "bullet": "Developed, designed, implemented, and maintained CRUD API endpoints using Golang." }, { "bullet": "Designed and implemented new databases and schemas using PostgreSQL for account management and authentication across multiple products." }, { "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." }]

Software Engineer
March 2019 - February 2021
[{ "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 generated npm packages." }]

Software Engineer
May 2018 - February 2019
[{ "bullet": "Contributed to all phases of product development, from architectural planning to development to the release." }, { "bullet": "Created a Vue SPA that allowed users to give to a church or organization." }, { "bullet": "Developed and maintained API's using Golang." }, { "bullet": "Optimized queries and document/subdocument/key indexing strategies in Couchbase." }]
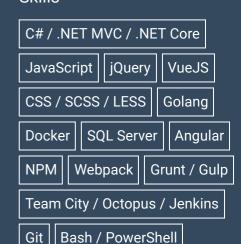
Junior Software Engineer / Software Engineer
August 2017 - April 2018
[{ "bullet": "Developed and maintained a global library with 50+ jQuery plugins and 40+ Vue.js components." }, { "bullet": "Standardized and maintained a global front-end design system for Realm." }, { "bullet": "Built a tool (Particle) to organize, minify,

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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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.