

# 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

## 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

generator, dynamic link builders with permissions 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