JAMIE LEVINER

Lead Software Engineer

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.

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.

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.).

Built the Realm Help Center, a SPA written purely in JavaScript and jQuery. ‹

Subject Matter Expert (SME) for analytics (Segment, Intercom) and styling languages (CSS/SCSS/LESS). ‹

EDUCATION

B.S. IN COMPUTER SCIENCE, MINOR IN APPLIED MATHEMATICS
Francis Marion University, Florence, SC 29501

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