

# Jason Miletta

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## Experience / Employment:

### **Twitch (owned by Amazon) - Software Developer Engineer II**

Milwaukee, Wisconsin:

Aug. 2021 – Present

#### Accomplishments:

- Developed a new contract managing system for generating/submitting/reviewing contracts for streamers/partners across regions. Aggregated 15+ key metrics per contract and integrated with systems to pull historical data to replace manual effort of working in webs of spreadsheets and cut time for submission in half.
- Upgraded internal search tool within Salesforce which consolidated partner information/demographics from an external system, with care to monitoring PII and sensitive data access, to decrease time to match partners with new opportunities.

#### Responsibilities:

- Developed automation within Salesforce to drive efficiency for account managers and to scale with increasing numbers of creators to support.
- Maintained and improved development pipelines/tools to ease the overhead of launching new features.
- Coordinated with external teams to develop integrations leveraging Informatica middleware or AWS lambdas.
- Developed and improved coding standards and best practices for the development team.
- Solved explicit development tasks for engineers starting from ambiguous requirements from the business.

### **7Summits - Technical lead**

Milwaukee, Wisconsin:

Jul. 2016 – Jul. 2021

#### Positions:

- **Technical Lead** Dec. 2017
- **Senior Salesforce Developer** May 2017
- **Salesforce Developer** Jul. 2016

#### Accomplishments:

- Developed heavily customized partner-communities through lightning components and added backend business functionality as a fullstack developer.
- Launched 15+ client projects starting from the design phase all the way to completion.

#### Responsibilities:

- Led teams of combined onshore/offshore development teams of up to six developers.
- Communicated frequently with clients and internal teams on stand ups, workshops, etc.
- Orchestrated integrations through the use of middle-ware including Mulesoft and Boomi, alongside REST api web service/callouts.
- Managed code and configuration deployments through the use of Salesforce change sets, the metadata API, and ANT scripts.
- Planned and scheduled tasks with project managers and budget concerns in mind to meet project deadlines.
- Delegated work/duties amongst development teams per project and provided task estimates, solutions, and coding support for fellow developers.
- Interviewed, trained and onboarded new Salesforce and front end developers.

### **Penrod Software - Salesforce Software Engineer**

Milwaukee, Wisconsin:

Oct. 2014 – Jun. 2016

#### Responsibilities:

- Developed Salesforce solutions through Visualforce and Apex development.
- Undertook Lead developer role on multiple small scale projects.
- Communicated directly with clients to build out solutions and ongoing support issues.

## **Independent Game Projects**

### **JumpBear 2 (UE5, solo, WIP)**

- Created Enemy AI using behavior trees to implement chasing, attacking, and patrolling states.
- Built inventory system that handles equipable weapons and basic collectables.
- Implemented combat system with 3-hit attack combos and custom animations imported from Blender.
- Built a procedural platform generation tool that transforms a closed spline into a static mesh, all within the editor.
- Created a logic switchboard system that allows buttons, pressure plates, etc to link up to doors and create puzzles within the levels.
- Refactored and optimized Blueprint functionality from JumpBear project into C++.

### **JumpBear (UE4, solo, released on itch.io)**

- Built character controller using Blueprints, extending UE4s CharacterMovement supporting both keyboard and gamepad input.
- Created dialogue interaction system using Blueprints to talk with NPCs and store dialogue text in datatables.
- Implemented platforming mechanics including Wallruns and walljumps using colliders and trig/vector math.
- Implemented Save/Load system.
- Built Menus UI leveraging Unreal's UMG tooling.
- Created VFXs using shader materials and Niagara.

### **Discharge (Unity, solo, released on itch.io)**

- Created Score-attack game loop for local highscores.
- Implemented Enemy AI.
- Implemented mouse & keyboard player input.

### **Skills:**

Languages: C#, C++, Java, Apex, Javascript, SQL

Game Engines: Unreal Engine 4, Unreal Engine 5, Unity

Tools: Blender, Visual Studio, IntelliJ IDEA, Git, SVN

### **Certifications:**

- Salesforce Certified Force.com Developer - Nov. 2016
- Salesforce Certified Platform App Builder - May. 2016
- Salesforce Certified Platform Developer 1 - Aug. 2019
- Salesforce Certified Administrator - Sep. 2019
- Salesforce Certified Community Cloud Consultant - Sep. 2019
- Salesforce Certified Platform Developer 2 - Apr. 2021

### **Education:**

University of Wisconsin Milwaukee, Bachelor of Science in **Computer Science**, Dec. 2015