

Jason Miletta

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Personal Site: [Http://JasonMiletta.com](http://JasonMiletta.com) GitHub: <https://github.com/jasonmiletta>

Experience / Employment:

7Summits - Technical lead

Milwaukee, Wisconsin: July 5, 2016 – Current

Positions:

- **Technical Lead**, 12/15/2017 to present
- **Senior Salesforce Developer**, 5/5/2017 to 12/15/2017
- **Salesforce Developer**, 07/05/2016 to 5/5/2017

Responsibilities

- Lead combined on-shore/off-shore development teams of up to 6 developers.
- Solved and developed projects starting from the design phase all the way to completion.
- Planned and scheduled work with project managers to estimate tasks and timelines with budget concerns in mind.
- Interviewed potential new developer candidates
- Trained and onboarded new developers employees.
- Contributed to company development standards, product lineup and internal codebase repository, BaseCamp.
- Created lightning components of all shapes and sizes.
- Communicated frequently with clients throughout projects on stand ups, status updates, and joint-solutioning.
- Developed heavily customized partner-communities with Salesforce.
- Built Napili templates utilizing custom components.

Penrod Software - Salesforce Software Engineer

Milwaukee, Wisconsin: Oct 3, 2014 – June 28, 2016

Responsibilities

- Architected frontend and backend Salesforce systems through Visualforce and Apex development.
- Undertook Lead developer role on multiple small scale projects.
- Collaborated among a larger team and developed the backend of larger enterprise solutions.
- Carried projects from discovery phases with clients through development and to completion.
- Communicated directly with clients to build out solutions as well as on bug fixes and ongoing support issues.
- Developed a complete kanban board product within Salesforce alongside a small team.
- Created heavily customized salesforce site front ends through Visualforce and Javascript development.
- Supported Clients with Salesforce site administrative changes.

- Customized Microsoft Dynamics CRM sites through administrative development

Certifications:

- Salesforce Certified Force.com Developer - Winter 2016
- Salesforce Certified Platform App Builder - Spring 2016

Technical Skills:

- Java, C#, C, Javascript, Swift, IntelliJ, Xamarin, Unity, UE4, JQuery, AngularJs, MVC 6, CSS, Bootstrap, HTML, XML, SQL, Eclipse, Visual Studios, Git, SVN, Salesforce.com, Apex, Visualforce, SOQL

Education:

University of Wisconsin-Milwaukee,

Bachelor of Science in **Computer Science**, Dec/2015

Senior GPA: 3.4

Course Project / Related Course Work:

- Senior Capstone Project: Developed a two player 2D platformer game using Unreal Engine 4 and its blueprint system alongside an arcade cabinet with an arduino-controlled set of joy sticks and buttons. Lead the design and development of the game, primarily on the gameplay mechanics and code for the game functionality and software.