

Jamison Jerving

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Objective

Results-driven software engineering leader with 15 years of experience guiding high-performing teams in designing, building, and delivering innovative, scalable solutions.

Proven expertise in software architecture, agile methodologies, and secure development practices. Passionate about driving organizational success through technical excellence, mentorship, and strategic vision.

Technical Skills

Languages & Technologies: C, C++11, C#, WPF, LINQ, ActionScript 3.0, UnrealScript, XML, JavaScript, HTML5, SQL, Electronics Design, AVR, SAM/ARM

Engines: Unity 3D, UDK, Unreal Engine 4, 3d VIA

Software & Tools: VS Code, GitHub Copilot, Adobe AIR, Photoshop, Illustrator, Premiere, After Effects, Flash Pro, Flash Builder, Dreamweaver, Visual Studio, Subversion, 3ds Max, PhoneGap Build, Apache Cordova, Atmel Studio, Eagle CAD

Work Experience

Milliman – Brookfield, WI

- Application Development Manager (Feb. 2023 – Present)
- Lead Application Developer (Jan. 2022 – Feb. 2023)
- Senior Application Developer (Jan. 2021 – Jan. 2022)
- Application Developer (Jun. 2020 – Jan. 2021)

Led a team of software engineers in the design, architecture, development, and deployment of enterprise software applications. Directed the migration of legacy systems to a modern cloud-based architecture, reducing infrastructure costs and deployment times. Established and enforced coding standards and best practices, resulting in a reduction in post-release defects.

Collaborated cross-functionally with quality assurance, product management, and business stakeholders to define requirements and deliver solutions aligned with business goals. Mentored senior and manager-level engineers and fostered a culture of continuous learning and technical excellence. Oversaw multiple concurrent projects, balancing resource allocation and project priorities to meet aggressive deadlines.

Robert Half – Brookfield, WI

- Application Developer Contractor (Jul. 2019 – Jun. 2020)

Contracted to Milliman Inc. to accelerate feature development for a high-growth healthcare SaaS platform. Delivered critical new features under tight deadlines, enabling the product to meet regulatory requirements and launch on schedule. Collaborated with cross-functional teams to troubleshoot and resolve complex technical issues. Utilized C#, WPF, and SQL to implement robust, scalable solutions.

Self Employed – Waukesha, WI

- Software Architect & Engineer (Apr. 2018 – May 2019)

Designed and delivered custom diagnostic and troubleshooting tools for Seagrave Firetruck, reducing vehicle downtime and improving service efficiency. Developed automated test procedure software for Miniature Precision Components (MPC), decreasing manual testing time by 60%.

Built project tracking systems tailored to client workflows, enhancing project visibility and accountability. Utilized a diverse technology stack including C#, WPF, SQL, HTML5, and JavaScript to deliver robust, user-friendly solutions.

Almon Inc. – Waukesha, WI

- Software Architect (Dec. 2016 – Apr. 2018)
- Software Programmer (Aug. 2011 – Dec. 2016)

Led the architecture and development of multi-platform applications and simulators for heavy equipment manufacturers, supporting both mobile and desktop environments. Large scale, global clients included John Deere, STIHL, Fairbanks Morse Engine, AGCO, Kohler, Husqvarna, and Kubota.

Defined, documented, and communicated system design and software architecture, ensuring scalability and maintainability. Researched and piloted emerging technologies, guiding the team in their adoption for competitive advantage. Mentored developers and established programming standards, documentation protocols, and quality assurance processes, resulting in improved code quality and team productivity.

Polygon Byte LLC – Waukesha, WI

www.polygonbyte.com

- Owner & Engineer (Aug. 2013 – Present)

Founded and operate an independent software, games, and electronics company. Developed and published "Chains" for Xbox 360 and Windows PCs (C#, XNA). Released two mobile games for iOS and Android using Unity 3D and C#. Designed, developed, and programmed a custom electronics game kit for interactive gaming.

Volunteer Work

RTX Austin – Austin, TX

- Tech Guardian Volunteer (Jul. 2017 & Aug. 2018)

As a Tech Guardian volunteer for RTX, I collaborated with Rooster Teeth staff and fellow volunteers to set up gaming machines and equipment for Center Stage. Additionally, I assisted in configuring streaming equipment for queueing areas and live panels. During the event, I managed video switching for live panel rooms broadcast via Twitch using OBS Studio.

Education

ITT Technical Institute

- Bachelor of Science in Digital Entertainment & Game Design (Jun. 2010 to Mar. 2012)
- Associate of Applied Science in Visual Communication (Jun. 2008 to Jun. 2010)

Graduated with a 3.83 GPA, earning Highest Honors and Perfect Attendance. Inducted into the Alpha Beta Kappa Honor Society and the National Technical Honor Society in recognition of sustained academic excellence.