Jim (James) Gilmartin

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SUMMARY OF QUALIFICATIONS

A Software Engineer and Engineering Manager with more than 20 years of experience designing and implementing complex software systems in health care data, precision instrumentation, construction project management, construction VR, and FinTech. My passion is to lead teams to achieve excellence, mentor engineers, and deliver the right software on time.

PROFESSIONAL EXPERIENCE

Resolve BIM (Vrban, Inc.)	www.resolvebim.com	February 2023 – Present
Lead Software Architect		Remote

Responsible for end-to-end internal and external systems integrations. Developing better patterns and practices for the Unity 3D VR app to increase development velocity. Consulting on solutions to cross-platform issues. Specifying solutions for problematic real-time networking, web site performance and database systems. Collaborate with CEO for technical roadmap.

Tech: C#, Unity 3D, NodeJS/Express, JavaScript, AWS, Papertrail, MongoDB, PostgreSQL, Heroku.

PeerStreet, Inc.	www.peerstreet.com	Sept. 2021 – Feb. 2023
Tech Lead / Senior Software Engineer		El Segundo, CA (Remote)

Joined as senior software engineer, and promoted to tech lead, an engineering manager role, within 5 months. Led a team of four software engineers for product development. Responsible for building a new marketplace product for individual and institutional investors and met with immediate success with several thousand customers using the first iteration. Mentored two mixed-skill operations teams and built a productive, product-focused team.

Tech: Ruby on Rails, JavaScript, Vue, PostgreSQL, Bugsnag, New Relic, Sisense.

Bluebeam, Inc.	www.bluebeam.com	Nov. 2018 – Sept. 2021
Lead Engineer (manager)		Pasadena, CA and Remote

Led two product development teams and directly managed twelve engineers. ● These teams supported and developed the Revu application that powers $100+ million in revenue and is the most popular drawing markup application in the Architect, Engineering, & Construction (AEC) industry. ● Guided 12 direct reports' technical and career development. ● Planned engineering resources to reduce tech debt in a 16-year-old application. ● Averted a catastrophic failure in the collaboration system through in-depth technical redesign, a project no one else wanted to take on. ● Maintained good design, security, and fit and finish through code review. ● Reduced product release intervals from 16+ weeks to 6 weeks through CI/CD and process engineering.

Tech: C#, .NET Framework, .NET Core, WPF, XAML, SQL Server, AWS, Jira, Git/Bitbucket, Bamboo

Procore Technologies, Inc.   www.procore.com   June 2016 – November 2018
Software Engineering Manager   Carpinteria, CA

Managed a team of six engineers and two QAs to deliver several native Windows desktop applications for Procore's drive to revolutionize construction through a digital transformation.

Grew from a Senior Engineer to an Engineering Manager, leading my team and an associate engineering manager. ● Guided my team's technical and career development through frequent 1-on-1's, periodic reviews, and identifying and developing short-term and long-term goals. ● Worked closely with Recruiting to find, evaluate, and hire exceptional developers. ● Partnered with Product Management, UX designers, Product Marketers, and customers to guide product direction, features, and development timelines. ● Key member of the Microsoft Partnership team at Procore, providing software engineering and hardware review to accomplish our partnership goals. ● Took the initiative to work on a tool to help another, non-Windows, team eliminate an error and failure-prone customer-facing service and provide a 10x performance improvement for the project closeout process.

Tech: C#, .NET Framework, XAML, Universal Windows Platform (UWP), WPF, AWS, RESTful APIs, Git/GitHub, Jira, Appveyor CI/CD.

Agilent Technologies, Inc. / Dako North America, Inc.,   December 2012 – June 2016
Pathology Division, Diagnostics and Genomics Group
Senior Software Engineer, Technical Lead   Carpinteria, CA

Working as part of a US and European distributed team, I led technology investigations, provided subject matter expertise on several technologies, and designed, developed, and maintained FDA-regulated software for anatomical pathology laboratories.

Technical Lead and designer of a key infrastructure messaging subsystem integrating current and future Pathology Division software projects. ● Proposed, defended, and proved the messaging architectural concepts and patterns. ● Led the initial design and prototype implementation of a laboratory workflow system to increase traceability, efficiency, and quality of Anatomical Pathology laboratories. ● Primary developer of a tissue slide-based instrument management software system that is deployed world-wide to over 1600 clients, 4000 deployed instruments, 10,000 individual users, and over 17 million cancer diagnostic tests per year. ● Took the initiative to solve a significant customer pain-points regarding tissue sample slide labeling, including significant savings in slide labeling effort of between 8 to 16 hours per day in aggregate in manual effort.

Awarded patent as co-inventor for an anatomical pathology system.

Tech: .NET Framework, C#, Delphi, MS SQL Server, WCF, WPF, XAML, RabbitMQ, TFS