

# Levi Zitting

Software Developer

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## Languages

- HTML/CSS
- JavaScript/TypeScript
- C#
- Dart
- PHP
- Java/Kotlin
- Swift
- Go

## Other Technologies

- Angular/React/Vue/Svelte
- ASP.NET
- Craft CMS
- Laravel
- Flutter
- AWS
- Terraform
- Postgres/MySQL/SQL Server

## Awards

- 2020 Excellence in Technology Rising Star Award
- 2019 Hack4Good 2019 1st Place Winner
- 2016 Eagle Scout

## Work Experience

### Midwestern

#### Senior Engineering Lead | Aug 2023 - Present:

After a change in management structure at Midwestern, I moved into more of an individual contributor role where I was focused on one or two projects. In this role, I've served as an Architect for a long-term project for AFG.tech as well as a Staff Software Engineer for Autosoft.

#### Engineering Manager | Jan 2023 - Aug 2023:

In this role, I went full-time into focusing on growing team members, performing interviews, and overseeing projects. I played a role with other engineering managers in creating a career progression path for our team that included annual reviews. I also continued to pair with team members on their projects as well as provide architectural guidance. This included contributions to clients such as You.com, Inc File, Yay Lunch, as well as internal projects for Midwestern itself.

#### Software Engineer - Senior Team Lead | Jul 2022 - Jan 2023

As the Springfield office grew, my role shifted to begin overseeing two other team leads in Springfield. I also continued to be a main contributor to clients such as First Party, and maintained engineering oversight of our team members on other clients such as Jump.co, Teamworx, Ramsey Mediaworks, members on other clients such as Jump.co, Teamworx, and Ramsey Mediaworks.

#### Software Engineer - Team Lead | Oct 2021 - Jul 2022

In this role, I helped grow Midwestern's Springfield MO office from 2 engineers to over 10. Outside of mentorship, regular pairing, and growth of the individuals on the new team I also served full time on client projects which included Yay Lunch, and Ramsey MediaWorks

### Hearo Technologies | Software Developer

Nov 2019 - Oct 2021

At Hearo we build applications that allow our users to provide remote care to people with developmental disabilities. I've played a significant role in:

- Leading development on the company's main mobile application. This included VOIP, background location tracking, and push notification features.
- Leading initial development of and adding new features to the company's kiosk style desktop application. This also included VOIP features.
- Adding additional features and fixing bugs to the company's web dashboard and REST API.

### EmergencMe | Lead Software Developer

Jun 2019 - Nov 2019

When I joined EmergencMe, the goal was for the company to begin moving its development away from overseas contract developers to a local team. The company shut down at the end of 2019 before that goal could be fully realized. Before the shut down I was responsible for:

- Being the point of contact between the contract developers and the rest of our team. This included working with the overseas team to work out how to best implement requested features.
- Working with the sales team in doing product demos at in person meetings and trade shows.
- Building a scraper to populate our system with data from another systems email notifications as well as to pull in data from the National Weather Service API. This was built with .NET Core and AWS Lambda

### Mostly Serious | Software Developer

Nov 2019 - Oct 2021

During my time with Mostly Serious I was one of the 3 engineers at the company. My duties normally involved maintenance, bug fixes, and additional features for ongoing projects. as well as leading development on some of the newer projects. Some of the projects I lead development on included:

- [essets.com](https://essets.com)
- [paragon360.com](https://paragon360.com)
- [ozarkstransportation.org](https://ozarkstransportation.org)

I also played a major role in some large internal projects including

- Migrating many existing projects from shared servers to a new cloud infrastructure on AWS using EC2 autoscaling. This also included setting up CI/CD using Bitbucket pipelines and AWS CodeDeploy.
- Working with the engineering team to establish consistent code styles as well as upgrading our internal tooling to allow us to take advantage of modern web features.

