

Jim (James) Gilmartin

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

PROFESSIONAL EXPERIENCE

Lead Software Architect
Resolve BIM (Vrban, Inc.)

February 2023 - Present

Led integration of internal and external systems, including two third-party connectors linking Resolve's platform to client environments. Built automation pipelines that enabled non-engineers to deploy, reducing release cycles from monthly to daily. Automated certificate renewal and enforced secure DevOps practices to support reliable, continuous deployment and vulnerability remediation. Improved Unity 3D VR app architecture, introducing C# best practices to boost development speed and cross-platform stability. Collaborated with the CEO on the technical roadmap to guide long-term engineering strategy.

Tech: C#, Unity 3D, Node.js/Express, JavaScript/TypeScript, React, AWS, Papertrail, MongoDB, PostgreSQL, Heroku, Docker.

Tech Lead - Senior Software Engineer
PeerStreet, Inc.

September 2021 - February 2023

Joined as a Senior Software Engineer and promoted to Tech Lead within five months. Managed and 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, Kafka, Bugsnag, New Relic, Sisense.

Lead Engineer (Manager)
Bluebeam, Inc.

November 2018 - September 2021

Led two product development teams, directly managing 12 engineers, responsible for developing and maintaining the Revu application that generates \$100+ million in revenue. Guided technical and career growth for all direct reports. Drove engineering initiatives to reduce tech debt and increase development velocity in a 16-year-old codebase. Improved release cycles from 16+ to 6 weeks through process improvements. Redesigned critical collaboration systems, preventing catastrophic failure on a high-risk project others avoided. Championed good design, security, and fit and finish through code review.

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

Software Engineering Manager
Procore Technologies, Inc.

June 2016 - November 2018

Managed a team of six engineers and two QAs to deliver several native Windows desktop applications, providing reliable tools that supported construction teams in hitting project timelines and quality targets.

Grew from a Senior Engineer to an Engineering Manager. Mentored a newly promoted associate engineering manager. Guided my team's technical and career development through regular 1-on-1s, 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 a 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.

Senior Software Engineer - Technical Lead
Agilent Technologies, Inc.

December 2012 - June 2016

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 worldwide 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 significant customer pain-points regarding tissue sample slide labeling, saving 8-16 hours of manual slide labeling effort per day.

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

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