

JAMEY MCELVEEN

Principal Systems Architect | Legacy Modernization & AI Specialist

Florence, SC | jamey@mcelveen.us | jameymcelveen.com | linkedin.com/in/jameymcelveen

The 30-Year "Full-Stack" Veteran: From C# Beta (2000) to .NET 9 and AI-Augmented Engineering. I specialize in bridging the gap between high-level C-Suite vision and deep-system execution. I deliver architectural stability and 10x development velocity for high-stakes enterprise ecosystems.

TECHNICAL EXPERTISE

Backend & Data

.NET 9, C#, WebAPI, EF Core, Node.js, Scala
SQL Server (25+ yrs), PostgreSQL, Snowflake,
ETL

Architecture & Cloud

AWS (Lambda, SQS, EKS), Azure DevOps, CI/CD
DDD, Event-Driven Design, PCI/HIPAA
Compliance

PROFESSIONAL EXPERIENCE

Senior Solutions Architect

2023 – 2025

SecureGive (FinTech)

- Public API Ecosystem:** Architected and lead-developed the firm's first client-facing Developer Portal. Owned stack selection (.NET Core/Snowflake) and EKS deployment.
- Anti-Fraud Engineering:** Defended high-volume giving portals against "carding" attacks using invisible CAPTCHA, honeypots, and timing heuristics.
- AI Leadership:** Pioneered AI-augmented development protocols, increasing team sprint velocity by ~30% through automated refactoring.

Systems Modernization Engineer

2021 – 2023

McLeod Health (Healthcare IT)

- **Modernization:** Led legacy-to-modern migration for HIPAA-compliant C# applications. Optimized data access for million-record datasets.
- **DevOps:** Introduced Git-based SCM and automated CI/CD pipelines to a legacy environment for the first time, ensuring SOC2-ready audit trails.
- **Integration:** Engineered mission-critical bridges between Oracle APIs, ServiceNow, and Epic EMR systems.

Principal Architect / R&D Manager

1998 – 2021

ACS Technologies

- **SaaS Scaling:** Architectural leader for "**Realm**," scaling a B2B SaaS to support 50,000+ organizations and millions of users.
- **Mobile Pioneer:** Developed **ChurchLife (2008)**, one of the first 100 apps on the Apple App Store.
- **Leadership:** Directed an R&D department of 20+ developers, managing technical roadmaps and bi-weekly mentorship coaching.

PUBLICATIONS & COMMUNITY

- **Published Author:** *iPhone Game Development* (O'Reilly Media/Wiley). A 512-page technical guide on native performance and hardware-software interfacing.
- **Robotics Mentor:** Lead Software Mentor for FRC Team 1758, teaching students Kotlin and PID control loops for autonomous robotics.

EDUCATION

Bachelor of Science in Computer Engineering

Clemson University, Clemson, SC