

Contact

Baltimore, MD
sambatista1@gmail.com

www.linkedin.com/in/sambatista
(LinkedIn)
www.sambatista.com/ (Portfolio)
github.com/gamedevsam (Other)
www.mobygames.com/developer/samuel-batista/credits/developerId,482279 (Other)

Top Skills

TypeScript
JavaScript
Node.js

Languages

English (Native or Bilingual)
Portuguese (Native or Bilingual)

Samuel Batista

Principal Software Engineer at Visor
Mays Chapel, Maryland, United States

Summary

I'm an experienced full stack engineer with a preference and mastery of Typescript / JavaScript. My long career spans various tasks from building user interfaces for video games & web applications to servers, APIs and lambda applications using many languages and frameworks. I've dealt with many problems and bottlenecks, measured and optimized code to deliver great user experiences, and know what it takes to build great software that can stand the test of time. I love learning and mastering new technologies and am focusing on seamlessly integrating AI / LLM capabilities into new & established software products.

Expert at:

TypeScript / JavaScript, Node.js, NestJS, React, Next.js, C++, C#, ASP.Net, Java, Spring Framework, Lua, Haxe

Familiar with:

LLMs, Vue, Python, Django, CQRS, Postgres, Docker, Kafka, AWS, OAuth2, Websockets

Preferred stack:

TypeScript, Node + NestJS backend, React + Zustand front end, pnpm monorepos

Experience

Visor

Principal Software Engineer
September 2024 - Present (10 months)
New York, United States

Visor creates crystal clear alignment for your team. Create and share roadmaps, reports, and updates that never grow stale thanks to our bi-directional integrations with apps like Jira.

Salesforce

Senior Software Engineer

January 2021 - September 2024 (3 years 9 months)

Remote

I helped build a modern publishing experience for AppExchange partners, using Lightning Web Components, TypeScript, HTML, CSS on the Frontend and NodeJS, NestJS & Postgres on the Backend. I created high quality UI components and used them to build complex, maintainable, high performance, and easy to use web applications.

Big Huge Games

Web Tools Engineer

February 2019 - January 2021 (2 years)

Timonium, Maryland

I built web tools that enabled my team to create and manage Live Ops events for mobile free to play video games. I worked with React, TypeScript, HTML and CSS on the front end, and C#, ASP.NET, Java, Spring Framework, MySQL and AWS services on the backend.

Lykke

1 year 6 months

Front End Supervisor

April 2018 - January 2019 (10 months)

Remote

I supervised a team of engineers tasked with building a complex web application with React & TypeScript. In this role I developed soft skills and learned how to create plans and manage risks.

Front End Programmer

August 2017 - April 2018 (9 months)

Remote

I worked on a complex web application with React & TypeScript for a Swiss FinTech company building a global marketplace on the blockchain. This opportunity allowed me to learn new technologies and skills in a competitive startup environment.

Firaxis Games

7 years 9 months

Senior UI Programmer

September 2017 - January 2019 (1 year 5 months)

Sparks, MD

I developed user interfaces for big budget video games. Games I worked on as a Senior UI Programmer: Sid Meier's Civilization VI: Rise & Fall and Sid Meier's Civilization VI: Gathering Storm.

UI Programmer

May 2011 - September 2017 (6 years 5 months)

Sparks, MD

I developed user interfaces for big budget video games. Games I worked on as a UI Programmer: XCOM: Enemy Unknown, XCOM: Enemy Within, XCOM 2 and Sid Meier's Civilization VI.

Storj

Front End Programmer

September 2015 - December 2015 (4 months)

Remote

I helped develop the user interface for Storj Share, a decentralized file storage application. I worked with JavaScript, Electron, jQuery & HTML.

TimeGate Studios

UI Programmer

May 2010 - May 2011 (1 year 1 month)

Programmed several screens for Section 8: Prejudice using Flash and Actionscript. Extended and repaired the functionality of Unreal Engine's Online Subsystems (hosting, searching, inviting and joining games) for PS3, Xbox 360 and PC.

Sim Ops Studios

Tools Programmer

March 2010 - May 2010 (3 months)

Wrote Collada importer for WildPockets game engine. Extended functionality of the engine's tools using Lua.

Education

Full Sail University

Game Development, Computer Programming · (2007 - 2009)

New Milford High School

· (2005 - 2007)