

## Contact

Baltimore, MD  
sambatista1@gmail.com

[www.linkedin.com/in/sambatista](http://www.linkedin.com/in/sambatista)  
(LinkedIn)

[sambatista.com](http://sambatista.com) (Portfolio)

[github.com/gamedevsam](https://github.com/gamedevsam) (Other)

[mobygames.com/person/482279/](https://mobygames.com/person/482279/)

[samuel-batista](#) (Other)

## Top Skills

PostgreSQL

TypeScript

JavaScript

## Languages

English (Native or Bilingual)

Portuguese (Native or Bilingual)

# Samuel Batista

Staff Engineer at Usercentrics

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

Preferred stack:

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

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## Experience

Usercentrics

Staff Engineer

January 2026 - Present (6 months)

New York, United States

I helped Visor effectively pivot into MCP Manager which was acquired in 2026 by Usercentrics GmbH. I am the principal engineer expanding and maintaining our MCP Gateways which help our customers secure and monitor connections between AI agents and a wide range of MCP servers.

## MCP Manager

Principal Software Engineer

June 2025 - January 2026 (8 months)

New York, United States

I was the primary architect of MCP Manager's MCP Gateways. Their simple design and exclusive focus on Streamable HTTP transport protocol allowed MCP Manager to get to market faster and more feature filled than the competition.

I led the efforts to connect our legacy Python codebases safely and securely with a more modern and maintainable TypeScript backend that offered greater development velocity.

## Visor

Principal Software Engineer

September 2024 - January 2026 (1 year 5 months)

New York, United States

I helped revamp Visor's pricing plans and checkout experience which delivered an increase in sales as well as average revenue per user.

I helped to modernize development tooling by integrating TypeScript into both frontend and backend repositories.

I gained experience with AI technologies by helping to design and implement AI templates functionality into Visor, allowing our customers to save time when creating new workbooks.

## 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.

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## Education

Full Sail University

Game Development, Computer Programming · (2007 - 2009)

New Milford High School

· (2005 - 2007)