SAMUEL BATISTA

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SUMMARY

Full-stack engineer with 15+ years of experience, specializing in TypeScript and focused on leveraging LLMs during development and bringing them into products. Primary architect of MCP Manager's gateways, from Visor's pivot to the product's 2026 acquisition by Usercentrics. Earlier, built web applications at Salesforce and UIs for big-budget video games such as XCOM, XCOM 2 and Sid Meier's Civilization VI.

EXPERIENCE

Usercentrics Jan 2026 – Present
Staff Engineer *New York, NY*
Joined through Usercentrics' 2026 acquisition of MCP Manager.

- **Primary developer of the gateways I architected at MCP Manager**, which secure and monitor the connections between AI agents and a wide range of MCP servers for every customer.
- Their design lets one gateway carry a whole workflow: my daily setup puts Datadog, Slack, Atlassian and Google Workspace behind it, with unneeded tools turned off to keep the model's context small.
- One login to MCP Manager covers every server behind it. Tokens are kept and rotated on a central, monitored server, not spread across machines, so access is controlled and I rarely sign in again.
- Worked with the team to harden the product for security and reliability, and to fix the performance issues that rapid growth in users caused across the application.
- **Led the migration from AWS to GCP**, and built MCP Manager's hosted Google Workspace MCP server.
- Core contributor across the full product, maintaining and extending areas that teammates first built, including the rules engines and SCIM provisioning.

Visor / MCP Manager Sep 2024 – Jan 2026
Principal Software Engineer *New York, NY*
Helped pivot Visor into MCP Manager from June 2025, and worked on both products until January 2026.

MCP Manager Jun 2025 – Jan 2026

- **Designed the gateways** and made every major decision in them. Each gateway put many MCP servers behind one endpoint, and the product's logging, rules and access controls were built on top of it.
- Chose to build only for MCP's Streamable HTTP transport. The simple design let the team move fast and get MCP Manager to market quickly.
- Built workstation servers: WireGuard tunnels that let customers connect MCP servers from behind corporate firewalls securely, without losing compatibility with MCP Manager's gateways.
- Built the OAuth integration, and led the work connecting legacy Python services to a TypeScript backend that was easier to maintain and faster to develop in.

Visor

- **Top code contributor to a three-engineer revamp of pricing and checkout.** Company MRR roughly doubled from September 2024 to early 2026, with higher revenue per user.
- Helped design and build AI templates that saved customers time creating new workbooks, and gained deep expertise in using LLMs during development and integrating their APIs into products. That experience was foundational to the pivot into MCP Manager.
- Helped introduce TypeScript to the frontend and backend repositories.

Salesforce Jan 2021 – Sep 2024
Senior Software Engineer *Remote*

- **Built a state management library for Lightning Web Components and an i18n library**, adopted by three teams (AppExchange's client-side and partner back-office publishing teams, and Analytics), which gave them one shared way to manage UI state and translations.
- Built the new listing editor in the publishing back office where partners managed their listings on appexchange.salesforce.com, in Lightning Web Components, TypeScript, NestJS and PostgreSQL.
- **Stepped in to continue the revamp of AppExchange's public listings**, and led a team of four to five engineers maintaining its customer-facing pages.

EARLIER EXPERIENCE

Big Huge Games, *Web Tools Engineer* · Timonium, MD 2019 – 2021
Built React and TypeScript web tools for running live-ops events in mobile free-to-play games.

Lykke, *Front End Programmer, promoted to Front End Supervisor* · Remote, part-time 2017 – 2019
Supervised a team building a Swiss fintech's blockchain marketplace in React and TypeScript.

Firaxis Games, *UI Programmer, promoted to Senior UI Programmer* · Sparks, MD 2011 – 2019
Built UI for XCOM & its expansion, XCOM 2 and Sid Meier's Civilization VI & its expansions.

TimeGate Studios, *UI Programmer* 2010 – 2011
Built UI and extended Unreal's online systems for Section 8: Prejudice (PS3, Xbox 360, PC).

PROJECTS

MCP Security Checklists · github.com/MCP-Manager/MCP-Security-Checklists 2025

- Built the deployment infrastructure in MCP Manager's open-source guide to using MCP servers securely (200+ GitHub stars): Docker images and scripts that sandboxed local MCP servers, and guides to running STDIO servers remotely over HTTP tunnels or as Dokku apps.
- Wrote its CLAUDE.md, so LLM coding agents could walk users through the setup.

LLM explainers and benchmarks · sambatista.com 2026 – Present

- Animated explainers of how LLMs work inside, including 3D tours of open-weight models' architectures, built in three.js and the Web Audio API with LLM coding agents.
- Local LLM benchmarks with llama.cpp: fine-tunes, quantizations and settings on consumer GPUs.

SKILLS

Languages	TypeScript, JavaScript, C++, C#, working knowledge of Python
AI	LLM integration, Model Context Protocol (MCP)
Backend	Node.js, NestJS, OAuth 2.0, Docker, working knowledge of PostgreSQL, AWS, GCP and Kafka
Frontend	React, Next.js, Lightning Web Components
Spoken	English and Portuguese, both native

EDUCATION

Full Sail University, *Game Development, Computer Programming* 2007 – 2009