

# Stephen Blanchard

Chicago, IL 337-303-5029  
blanchardsw@yahoo.com  
<https://swb-portfolio.netlify.app>

Senior Software Engineer with 11+ years of experience architecting scalable backend systems, mentoring engineers, and driving modernization initiatives across logistics, gaming, and fintech domains. Adept in .NET, AWS, and secure CI/CD pipelines. Passionate about building resilient APIs, optimizing performance, and delivering user-centric solutions.

## EDUCATION

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### University of Louisiana at Lafayette

December 2015

- Bachelor of Science in Computer Science

## SKILLS & TOOLS

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**Languages:** C#, JavaScript, TypeScript, SQL, C++

**Frameworks:** .NET Core, React

**Cloud & DevOps:** AWS, GitHub Actions, Netlify

**Security:** OAuth2, OIDC, MFA, TOTP, SSO

**Monitoring:** OpenTelemetry, Kibana

**Testing:** xUnit, Jest

**CI/CD:** Azure DevOps, GitHub, Jenkins, Veracode, SonarQube

## EXPERIENCE

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### First American Title — Senior Software Engineer | August 2021 – Present

- Spearheaded modernization of escrow systems by replacing legacy ASP/.NET with minimal APIs and AWS-backed services.
- Designed and implemented secure CI/CD pipelines using GitHub Actions, SonarQube, and Veracode.
- Mentored two engineers, resulting in one promotion and improved onboarding efficiency.
- Reduced latency from 1 second to 1 microsecond in critical API endpoints.
- Led architecture for multi-tenant document generation system using Razor templates and S3.

### Kaseya — Software Engineer | March 2017 – August 2021

- Led design and rollout of SSO/OIDC system for global users, integrating with Auth0 and custom MFA flows.
- Developed secure onboarding flows for VSA, IT Glue, and BMS platforms.
- Implemented feature toggles and audit logging for sensitive user actions.
- Collaborated across teams to unify authentication strategies and reduce support overhead.

### Ainsworth Game Technology — Software Engineer | February 2016 – March 2017

- Engine-level breakthrough enabling dynamic symbol highlighting under constrained C++ tooling.
- Built internal tools for game designers to preview and validate symbol behavior.
- Refactored legacy game logic into modular components, improving maintainability and test coverage.
- Supported QA and compliance teams with automated validation scripts.

### Enterprise Data Concepts — Software Engineer | January 2014 – February 2016

- Sole developer responsible for API and internal tools driving technician field operations.
- Built scheduling and dispatch systems integrated with GPS and SMS alerts.
- Migrated legacy VB.NET codebases to modern C# services.
- Designed reporting dashboards for operations and customer service teams.