

Stephen Blanchard

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<https://swb-portfolio.netlify.app>

EDUCATION

University of Louisiana at Lafayette

December 2015

- o Bachelor of Science in Computer Science

EXPERIENCE

Senior Software Engineer (C#/.Net, AWS, Typescript, T-SQL, PostGres)

August 2021 - Present

First American Title

- Developing API services in C#/.NET, leveraging OpenSearch and DynamoDB for calculating various escrow transaction fees and rates to replace legacy monolithic ASP/.NET and T-SQL-based systems.
- Providing these services via Minimal API in an N-Tier architecture with Amazon SQS (now Kafka) for messaging and queuing.
- Developed application for migrating legacy SQL data to DynamoDB (now MongoDB) with accompanying documentation for stakeholder review.
- Took ownership of completely overhauling an automated validation tool used for comparing quotes generated by the legacy system to the new system to ensure functional parity. This system is responsible for generating thousands of test case permutations for testing as many configurations as possible. Focused on proper case permutations and performance.
- Took ownership of documenting legacy systems and created mapping for translating data from legacy SQL database to MongoDB schema
- Took ownership of Open Telemetry and Kibana implementation for the team's observability efforts.
- Improved performance of the team's payload management service by reducing calls to AWS S3, resulting in a reduction of latency from 1 second to 1 microsecond on average.
- Additional experience with GitHub Actions, SonarQube, Veracode, Kubernetes, Docker, DocumentDB, Postman, and Playwright.
- Mentored and trained two engineers at the SE and SEII level.

Senior Software Development Engineer (C#/.NET, React/Javascript, T-SQL, REST)

March 2017 – August 2021

Kaseya

- Full-stack development of new features and bug fixes for a global Remote Monitoring and Management software suite using C#, React, ASP.NET, Classic ASP, Ext.js, and SQL
- Full-stack development and ownership of flagship product's TOTP 2FA and OIDC SSO implementations
- Ownership and responsibility for the product's C# and Entity Framework REST API infrastructure and standard practices as well as routine enhancements
- Owner of the Third-party Alliance Partner program software, documentation, and customer relations
- Coordinated department-wide effort to update API documentation while also developing a new process to prevent out-of-date documentation from occurring in the future
- Wrote test automation using Ruby with Cucumber and Gherkin
- Mentored and trained two junior engineers.

Game Developer (C++, Proprietary Language, C#/.NET)

April 2016 – March 2017

Ainsworth Game Technology

- Developed slot games by assembling art and math assets into a C++ game engine using an Agile scrum methodology
- Controlled game flow and operation with object oriented proprietary language through text files and XML parsing
- Developed desktop applications in C# to use as tools to assist the department in the development process
- Developed means of darkening game symbols when not part of a line win while simultaneously highlighting those that are part of a line win. Accomplished this with current game engine limitations when it was otherwise thought to be impossible

Database Developer (4D, C#/.NET, MySQL, REST)

February 2014 – April 2016

Enterprise Data Concepts

- Designed and developed in-house database using 4D development kit to support proprietary PSA application.
- Developed API (REST) to sync client data, get order tracking information, and provide technicians with directions to client locations using Google's API.
- Published internal C#/ASP.NET web page through IIS to display customer ticketing information with color codes based on ticket age and response times to encourage prompt action in resolving tickets.