

Stephen Blanchard

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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)

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 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- Coordinated department-wide effort to update API documentation while also developing a new process to prevent out-of-date documentation from occurring in the future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
- Assisted in establishing new department-wide standards for development and game aesthetics
- 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.
- Created quoting and project planning systems to generate itemized quotes, project plans and invoices
- Developed an automated alert system for in-house database for subscription based renewals in quote generation using regular expressions
- Used HTTP requests (REST) to sync client data, get order tracking information, and provide technicians with directions to client locations using Google's API
- Published internal C#/.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.