



Stan Smit

Software Engineer | C#/.NET | Full-Stack Web Developer

Unity Game Developer | QA Automation Expert

About

I'm a passionate software developer with over 10 years of experience building and testing software applications, specializing in **C#/.NET, JavaScript, React.js, Three.js, HTML, CSS, and database systems**.

I enjoy building responsive and interactive web applications with a focus on clean UI, performance, reliability, and bug-free user experiences. I like working on both frontend and backend development, creating applications that are functional, visually engaging, and easy to use.

Beyond web development, I'm also an independent **video game creator** with expertise in **Unity, C#, and 2D/3D art design**. I enjoy transforming concepts into interactive experiences by combining visual storytelling, gameplay design, and technical creativity. My experience with gameplay projects and 2D/3D asset creation helps bring immersive worlds and imagination to life.

I adapt quickly to new technologies, thrive in collaborative teams, and bring a strong analytical mindset to every project. My goal is to create software that feels alive - reliable in function and inspiring in form.

Skills

Web Development

- HTML5, CSS3, Bootstrap
- JavaScript, React.js
- Three.js, WebGL
- Responsive UI/UX Design
- Interactive Web Experiences

Back-End & Systems

- C#/.NET Core
- REST APIs
- Node.js
- Swagger & JSON/XML
- Azure Microservices

Game Development

- Unity (2D / 3D, C#)
- Physics, Rendering, Animation
- Photoshop, ZBrush, Maya
- Game Architecture & Design
- Asset Integration & Optimization

My Experience

Chubb - Software Engineer (2022 - Present)

- Developing web applications using C#/.NET, React.js, and modern web technologies
- Building backend services and reusable frontend components for internal and customer-facing applications
- Participating in debugging, testing, and maintaining frontend and backend functionality
- Collaborating with developers, QA teams, and business analysts to deliver new features and bug fixes

Change Healthcare - Software Developer In Test (2019 - 2022)

- Developing backend unit tests in C# to improve code coverage and application reliability
- Contributing to frontend and backend development tasks for internal applications
- Playing a key role in release validation by performing smoke testing, verifying Jira tickets, and supporting QA sign-off processes
- Collaborating with BAs & stakeholders to deliver user-focused solutions

TNG - QA Automation Engineer (2016 - 2019)

- Developing and maintaining automated UI test framework using Selenium and C#
- Building and maintaining API automation testing workflows using Postman, Newman, and REST APIs
- Integrating automated test suites into CI/CD pipelines to support continuous testing and improve release reliability
- Maintaining and executing automated test suites to improve testing efficiency and reduce manual testing efforts

Schlumberger - QA Analyst (2013 - 2016)

- Performing functional, regression, and user acceptance testing for web and desktop applications
- Identifying, documenting, and tracking software defects using Jira throughout the testing lifecycle
- Creating and maintaining test cases, test plans, and QA documentation based on application requirements
- Validating business and functional requirements through detailed manual testing and application verification

Independent Game Development (2020 - Present)

- Developing independent game prototypes using Unity and C# focused on gameplay and player interaction
- Creating 2D game assets, UI elements, and digital artwork using Photoshop
- Designing and sculpting 3D characters and objects using ZBrush and Maya
- Building interactive web experiences with Three.js and modern real-time graphics technologies

Education

EM Strasbourg Business School - Bachelor's Degree in Information Technology, Administration and Management

Tyumen State University - Master's Degree in International Business and Management

Tyumen State University - Bachelor's Degree in Economics