



Stan Smit

Software Engineer | C#/.NET | Backend Development | ASP.NET Core
Game Development | Unity

About

I'm a **Software Engineer** with over **10 years of experience** across software engineering and quality-focused development, specializing in **C#, .NET, ASP.NET Core, REST APIs, backend services, software architecture, and modern application development**. I bring a strong understanding of the full software development lifecycle and enjoy designing, building, and improving reliable, maintainable, high-performance software systems with a strong focus on code quality, scalability, and long-term engineering design.

My primary focus is **backend development with C# and .NET**, building clean, modular, and secure services with **ASP.NET Core, Entity Framework Core, Clean Architecture, CQRS, MediatR, dependency injection, authentication and authorization, access control, Docker, Azure services and CI/CD**. I place particular emphasis on service boundaries, separation of responsibilities, secure access to APIs and data, reliability, performance, and maintainability, with strong and continuously expanding expertise in **multithreading, concurrency, microservices, asynchronous messaging, real-time communication, caching, logging, monitoring, and production-oriented service design**.

Beyond backend engineering, I bring hands-on **experience in game development with C# and Unity**, building interactive systems, gameplay mechanics, UI, and 2D/3D experiences. Game development has strengthened my **understanding of real-time systems, performance, state management, debugging, and maintainable gameplay architecture**, while also giving me experience working across engineering, visual design, and player-facing functionality to turn ideas into polished interactive experiences.

My past **QA experience** gives me an additional advantage as a software engineer. I naturally approach development with a strong **focus on software quality, testability, reliability, edge cases, debugging, and failure prevention**. Having worked across both development and quality engineering, I think beyond the happy path and consider how systems behave under unexpected conditions, helping me build software that is easier to validate, maintain, troubleshoot, and confidently deliver to production.

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

Backend Development

- C#, .NET, ASP.NET Core
- REST APIs, Swagger/OpenAPI
- Entity Framework Core, PostgreSQL
- Clean Architecture, CQRS, MediatR
- Identity & Auth

Back-End & Systems

- Multithreading & Concurrency
- Microservices & Service Architecture
- Backend Architecture & System Design
- Azure, Cosmos DB, Application Insights
- Logging, Monitoring & Reliability

Game Development

- C#, Unity 2D/3D
- Gameplay Systems & Architecture
- Physics, Rendering & Animation
- Memory & Runtime Optimization
- Asset Integration & Optimization

My Experience

Chubb - C#/.NET Backend Developer (2022 - Oct 2026)

- Designing and developing C#/.NET backend services and REST APIs with a strong focus on clean architecture, service boundaries, maintainability, performance, and reliable application behavior;
- Building modular backend functionality using ASP.NET Core, dependency injection, data access patterns, validation, authentication, authorization, and secure API access principles;
- Working with Azure services including Cosmos DB and Application Insights for application data, diagnostics, monitoring, and production troubleshooting, while applying modern backend engineering principles around scalability, reliability, and failure handling;
- Investigating complex application and API issues through root-cause analysis, debugging, and cross-team collaboration, delivering reliable fixes through validation and release.

Change Healthcare - C#/.NET Software Developer in Test (2019 - 2022)

- Developing C#/.NET application components and backend-focused solutions, including API integrations, backend logic, automated validation, and reusable engineering utilities;
- Contributing to backend development and technical problem-solving across REST APIs, application logic, data flows, debugging, and defect resolution;
- Designing maintainable automation and validation architecture to improve reliability, regression coverage, failure detection, and confidence in production releases;
- Investigating complex application behavior and collaborating with engineers, business analysts, and stakeholders to deliver reliable end-to-end solutions.

TNG - C# QA Automation Engineer (2016 - 2019)

- Designing and maintaining C#-based automation frameworks for web applications, with reusable components, maintainable test architecture, and reliable execution;
- Building API automation and validation workflows using REST APIs, Postman, and Newman to verify backend behavior, integrations, data flows, and error conditions;
- Integrating automated test suites into Jenkins CI/CD pipelines to provide continuous validation, rapid feedback, and greater confidence in software releases;
- Investigating automation and application failures through debugging and root-cause analysis, identifying defects, edge cases, and reliability risks across the system.

Schlumberger - QA Analyst (2013 - 2016)

- Analyzing business and technical requirements and translating them into structured validation strategies covering expected behavior, edge cases, error conditions, and critical user workflows;
- Investigating application behavior and software defects through systematic analysis, reproducing complex issues, identifying failure patterns, and communicating actionable findings to development teams;
- Evaluating software quality through functional, regression, integration, and acceptance testing with a strong focus on reliability, correctness, risk reduction, and release readiness;
- Collaborating with developers, business analysts, and stakeholders throughout the SDLC to clarify requirements, identify quality risks early, validate fixes, and support reliable production releases.

Independent Game Dev - C#/Unity Game Development (2020 - Present)

- Designing and developing gameplay systems, mechanics, and interactive features using C# and Unity with a focus on clean, maintainable architecture;
- Implementing player controls, state management, physics, animation, UI, and real-time interactions across 2D and 3D game environments;
- Debugging, profiling, and optimizing gameplay code and runtime behavior to improve performance, responsiveness, and reliability;
- Integrating gameplay code with visual assets and collaborating across engineering, design, and art workflows to iterate features from prototype through delivery.

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