



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.

MY EXPERIENCE (CONTINUED)

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