

# Samuel Batista

Baltimore, Maryland Area  
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<https://sambatista.com>  
<https://github.com/gamedevsam>

*ECMAScript expert with a background in UI programming for video games and full stack web applications.*

*Expert: JavaScript / TypeScript, React, Node.js, C++, C#, Java, Lua*

*Learning: Postgres, Docker, AWS, Heroku*

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## Technical Skills

**Likes:** typescript javascript reactjs c++ c# lua haxe

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## Experience

**Senior Software Engineer** – [Salesforce](#) *Jan 2021 → Current*  
javascript, typescript, lwc, html, css, node.js, nestjs, postgresql, docker, webpack

I'm helping to build a modern publishing experience for AppExchange partners, using Lightning Web Components, JavaScript, HTML, CSS on the Front End and NodeJS, NestJS & Postgres on the Backend. I create high quality, maintainable UI components and use them to build complex, maintainable, high performance, and easy to use web applications.

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**Web Tools Engineer** – [Big Huge Games](#) *Feb 2019 → Jan 2021*  
typescript, javascript, reactjs, mobx-react, webpack, node.js, c#, asp.net, java, spring, mysql, amazon-web-services, docker

I'm building web tools to enable my coworkers to achieve more with less time & effort. Our stack consists of React + TypeScript on the front end, and C#, Java, Spring Framework, MySQL and AWS services on the backend.

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**Front End Supervisor** – [Lykke](#) *Apr 2018 → Feb 2019*  
typescript, javascript, reactjs, mobx-react, node.js, webpack, docker

I supervised a team of engineers tasked with building a complex web application with React & TypeScript.

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**Senior UI Programmer** – [Firaxis Games](#) *Sep 2017 → Feb 2019*  
c++, lua, visual-studio

I developed user interfaces for big budget video games. Games I worked on as a Senior UI Programmer: Sid Meier's Civilization VI: Rise & Fall.

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**Front End Programmer** – [Lykke](#) *Aug 2017 → Apr 2018*  
typescript, javascript, reactjs, mobx-react, node.js, webpack, docker

I worked on a complex web application with React & TypeScript for a Swiss FinTech company building a global marketplace on the blockchain. This opportunity allowed me to learn new technologies and skills in a competitive startup environment.

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**UI Programmer** – [Firaxis Games](#) *May 2011 → Sep 2017*  
c++, actionscript, unrealscript, unreal-engine3, visual-studio

I developed user interfaces for big budget video games. Games I worked on as a UI Programmer: XCOM: Enemy Unknown, XCOM: Enemy Within, XCOM 2 and Sid Meier's Civilization VI.

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**Front End Programmer** – [Storj](#) *Sep 2015 → Dec 2015*  
javascript, jquery, electron

I helped develop the user interface for Storj Share, an Electron based GUI for Storj, an open source and decentralized data storage application: <https://github.com/storj/storjshare-gui>

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**UI Programmer** – [TimeGate Studios](#) *May 2010 → May 2011*  
unrealscript, unreal-engine3, flash-cs5, actionscript

Programmed several screens for Section 8: Prejudice using Flash and Actionscript. Extended and repaired the functionality of Unreal Engine's Online Subsystems (hosting, searching, inviting and joining games) for PS3, Xbox 360 and PC.

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**Web Tools Programmer** – [Sim Ops Studios](#)*Mar 2010 – May 2010*

lua, flash, actionscript

Wrote Collada importer for WildPockets game engine. Extended functionality of the web based game engine's tools using Lua.

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**Education****BS Game Development** – Full Sail University*Dec 2007 – Nov 2009*

c++, c#, lua

Full Sail is a great school for people wanting to get into the video game industry. I learned everything from tools and gameplay programming to advanced topics such as ui, animation, sound and graphics.

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**Readings****Give and Take** – Adam Grant – <http://www.adamgrant.net/give-and-take>

Adam Grant, an award-winning researcher and Wharton's highest-rated professor, examines the surprising forces that shape why some people rise to the top of the success ladder while others sink to the bottom.

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**Measure What Matters** – John Doerr – <https://www.whatmatters.com/>

A handbook for setting and achieving audacious goals.

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**How Will You Measure Your Life?** – Clayton M. Christensen – <https://www.goodreads.com/book/show/13425570-how-will-you-measure-your-life>

How Will You Measure Your Life shows you how to sustain motivation at work and in life to spend your time on earth happily and fulfilled, by focusing not just on money and your career, but your family, relationships and personal well-being.

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**Tools****Favorite Editor:** Visual Studio Code