

# SAMUEL KUSHNER

## SOFTWARE ENGINEER

Portfolio: [SamsCloudKingdom.com](https://SamsCloudKingdom.com)

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### SUMMARY

AWS Certified Solutions Architect Associate with 12 years of transferable experience in Web Development, Video Game Development, and Technical Support sectors. Adept in bringing forth expertise in design, development, installation, testing and maintenance of software systems. Equipped with diverse and promising skill-sets including various platforms and programming languages. Experienced with the latest cutting-edge development tools and procedures. Effectively self-managed during independent projects and collaborated as part of a productive team.

### EXPERIENCE

#### Truist

08/2022 - Current

##### Software Engineer II

Expanded and maintained business-critical, client facing, Zelle digital payment financial systems. Documented Changes, Change Requests, and Incidents in Service Now.

- Programmed new RESTful API services and SQL database queries in Java utilizing Azure and GitLab repositories, deployed with CICD pipelines, hosted in Redhat OpenShift.
- Remediated cyber security vulnerabilities outlined in SAST toolsets Veracode and SonarQube to meet compliance requirements.

#### Sharecare (VacoBuilt)

04/2021 – 08/2022

##### Lead Front End Developer

Developed front end systems for a multi-tenant, immunization scheduling and management platform;

- Utilized the React.js framework, HTML, CSS, TailwindCSS; developed in JavaScript and TypeScript;
- Integrated special systems such as multilingual (i13n) and 508 Accessibility (a11y) compliance.
- Implemented prefab components from Material UI and Semantic UI, as well as created reusable components from scratch matching Figma designs.
- Planned, scheduled, and coordinated tasks as leader of a small team using agile scrum.

##### Full Stack Developer

Maintained and extended functionality of Back-End and Front-End systems for internal healthcare projects.

- Developed Fast API endpoints in Python utilizing Flask, and Mongo database queries.
- Created new Front-End pages using a templating engine, HTML, CSS, and Bootstrap.

##### Data Analyst

Created a semi-automated process for data aggregation across multiple Excel files. Analyzed and extrapolated data patterns and provided analysis to stakeholders.

### ACHIEVEMENTS

#### US Patent 10,195,534 B2

Perfect Square Studios

Created a new game mechanic that's never been thought of before and secured a patent to protect the intellectual property.

#### Developed Financial Tools

Truist

Internal tool accessible to all 2,781 Truist branch locations, and 31,000 monthly users.

#### Saved \$4000 Monthly

Sharecare

Wrote a script to compare multiple data points across several Excel files and automated compilation and reporting of data.

#### Published Four Video Games

Fallen Earth, Fallen Earth Blood Sports, People Eater, Goodnight Butcher

### KEY SKILLS

#### Web Development

Front-End • Back-End • Full Stack • React • NodeJS • NextJS • JSON • HTML • CSS • Tailwind • MaterialUI • a11y • i13n

#### Languages

Javascript • Typescript • Python • C# • C++ • C

#### Tools

MongoDB • SQL • GitHub • GitLab • Redhat OpenShift • Rest API • FastAPI • Rally • Jira • Confluence • VS Code • Figma • Agile • Docker

#### Operating Systems

Linux • Windows • iOS

## Perfect Square Studios

08/2015 – 07/2019

### Owner / Principal Software Engineer

Founded an indie game studio and operated in capacity of CEO and Principal Software Engineer.

- Released 2 multiplatform games on PC, Mac, Linux, and iOS through iOS App Store and Steam Store.
- Architected, implemented, and configured all of the core video game components; written in C# in Unity3D game engine; such as level generation, physics, user interface, user controls, pathfinding, visual effects, sound and music, and more.
- Supported video game launch efforts with digital marketing campaigns and in-person tradeshow demonstrations.
- Utilized program management techniques to ensure the project was kept on track.

## Parata Systems

05/2013 – 05/2014

### Technical Support Specialist

Performed robotic adjustments, calibrations, configuration, and repair as needed. Collaborated closely with Field Service Engineers and related support staff in issue resolution; point of contact for technical troubleshooting.

- Verified customer service level agreements (SLAs) compliance with HIPPA and PHI guidelines.
- Provided technical training and instruction for peers and staff as needed.
- Rated the Top TSS Level 2 in Pharmacy Automation; maintained a resolution rate of 140% quota.

## Xerox Corporation

11/2011 – 05/2013

### Apple Senior Advisor

Provided technical issue resolution and troubleshooting support for 40+ customers daily, including a range of Apple products. Trains cross-functionally within multiple departments, including Account Security and iOS Tier 2.

- Ensured private customer information security and protection, including confidential internal documentation for Xerox and Apple. Mentored lower-level Advisors.
- Maintained a 95% positive customer satisfaction survey record.
- Recognized for sensational customer service with multiple Customer Satisfaction Awards.

## Icarus Studios

05/2006 – 05/2010

### Video Game Scripter

Navigated the software development life cycle (SDLC) to ensure high-quality published titles.

- Designed, built, and maintained core game systems; including character creation, development, missions, levels and custom code.
- Oversaw and organized interdepartmental Scrum Production Teams.
- Shipped titles Fallen Earth and Fallen Earth Blood Sports on PC.

## CERTIFICATIONS

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### AWS Certified Solutions Architect – Associate

Oct 2020 · Oct 2023

### Certified Associate in Python Programming [PCAP-31-02]

Oct 2019

### Certified SAFe® 5 Agilist

Dec 2022 · Dec 2023

## EDUCATION

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### Wake Technical Community College

### Associates Degree – Simulation and Game Development

2015