

# Sam Poirier

Leeds, United Kingdom  
+44 799 908 0039 • sampoirier@email.com  
DOB: 26 Oct 2000

Highly motivated software developer with experience across a range of languages, frameworks, and teams. Specialising in .NET with an interest in Web Apps and Game Development.

## Work Experience

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### Developer & Co-Founder, Jest X Studios

05/2020 – Present

Co-founded, architected, and developed Vingar, an indie game title for Jest X Studios, using professional-grade development tools including Unity and C#, with an agile development style. Operated recruitment, contracting and onboarding of other team members and logistics involved in founding and operating a company in the United States.

### Technology Apprentice, PwC

09/2019 – Present

While at university I have completed multiple work placements at PwC. Responsibilities involved developing productivity assets for internal use using Google AppScript, Google Cloud Platform and Python using modern design frameworks such as Google's Material Design. Led an agile team of developers as a technical architect to deliver more complex projects. Also completed work as a technology consultant, liaising with clients to determine technical requirements for future projects.

### Volunteer QA Beta Tester, Re-Logic

09/2017 - Present

I was invited to join a small team of testers to playtest early versions of the Terraria Beta on Windows, Linux, and Android with a high attention to detail in order to give valuable feedback on new and old content and to report bugs. Used JIRA to handle testing, retesting and methodical investigation of issues, working closely with developers.

### Technical Lead, Phlashweb

10/2020 – 07/2021

Worked with and led a team of other developers to maintain a third-party suite of .NET web applications, leading client meetings in order to meet regulatory requirements and develop custom tools to meet their business needs.

Worked with a government client requiring MoD security clearance to maintain a SharePoint system.

### Junior Developer & Community Manager, Super Terraria World

10/2016 – 12/2020

Junior developer for large scale MMORPG total overhaul mod for Terraria, working directly with licenced decompiled game source code. Worked with multiple projects in a complex client-server relationship with servers scaling through AWS to meet demand and an SQL relational database to store user data, while working with a team in an agile development structure. Lead developer for mod updater and launcher, written in Electron with continuous integration. Experience working with an online community to receive feedback and bug reports on the product.

## Technical Skills

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C# • C++ • JavaScript/TypeScript/AppsScript • Python • SQL • HTML • CSS • Unity • OpenGL • XNA • Electron • Node.js • jQuery • ASP.NET • AWS • Microsoft Azure • Google Cloud Platform • Git • JIRA

## Qualifications

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### University of Leeds

2019 – 2023

Computer Science (Digital & Technology Solutions) BSc

### Microsoft Certified: Azure Fundamentals

<https://www.credly.com/badges/5e23898d-06d8-496b-98a8-122dbd530b1c>

### Fortismere School

2017 - 2019

A-Levels:

- Mathematics - A
- Computer Science - A
- Physics - B

## References

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### Robert Filippi, Co-Founder, Jest X Studios & Lead Dev, Super Terraria World

+1 412-688-3127

[robert.filippijr@hitachirail.com](mailto:robert.filippijr@hitachirail.com)

### Ted Murphy, Head of Business Strategy, Re-Logic

+1 919-274-7874

[loki@re-logic.com](mailto:loki@re-logic.com)

### Phill Ash, CEO, Phlashweb

+44 774 019 3665

[phill.ash@plashweb.co.uk](mailto:phill.ash@plashweb.co.uk)

### HC Customer Services, PwC

[hccswfalifevents@hccs.pwc.co.uk](mailto:hccswfalifevents@hccs.pwc.co.uk)

*Note – PwC prohibits personal references related to work performance*

### Murat Yakup, Head of ICT, Fortismere School

+44 773 871 6045

[myakup@fortismere.org.uk](mailto:myakup@fortismere.org.uk)