DAKOTA DALTON IRSIK

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SENIOR SOFTWARE ENGINEER & ARCHITECT – 16+ YEARS' EXPERIENCE

Senior software engineer and architect with 16+ years building production systems in C# and .NET: microservices, APIs, data migrations and cloud platforms for e-commerce (eBay's TCGplayer), public safety (ZeroEyes), healthcare and institutional finance (Nasdaq's eVestment). Founder of Irsik Software, where I shipped CandyRush on Steam and QuickTile Studio on the Unity Asset Store, owning architecture, CI/CD, release engineering and performance end to end. I use AI coding agents as a force multiplier and hold their output to the same test and review bar as a team's. Portfolio with receipts: irsik.software.

PROFESSIONAL EXPERIENCE

IRSIK SOFTWARE – FOUNDER & PRINCIPAL ENGINEER (CRAWFORDVILLE, FL) **11/2025 – PRESENT**

- **Shipped** CandyRush, a deterministic top-down survivor roguelite, to Steam on Oct 31, 2026 (Windows, macOS, Linux): a fixed-timestep, fixed-point (Q32.32) Unity/C# simulation in which identical inputs replay identically.
- **Built** server-side score verification: weekly leaderboard runs are re-simulated tick-for-tick on my own servers and checked against state digests before they count, so the board shows the server's score, not the client's.
- **Re-architected** a 3,744-line CI/CD monolith into reusable GitHub Actions workflows and composite actions with dev / QA / release Steam lanes: pull-request checks fell from ~28 to ~1 minute, pass rate rose to 93–100%, and 8 of 8 release deploys succeeded, including launch weekend.
- **Optimized** simulation performance without breaking determinism: a 500-enemy scene from 27 to 42 FPS (editor) with Burst kernels; per-tick garbage cut 73% while moving and 95% in idle combat.
- **Designed** privacy-first performance telemetry: no persistent identifier, server rejects identifiers, per-session percentiles with a five-session publishing floor, raw data deleted after five days.
- **Published** QuickTile Studio, a Unity tile-authoring editor tool, on the Unity Asset Store, and LogSmith, an open-source Unity logging toolkit (GitHub, two tagged releases).

BLRANKINGS (BEST LAWYERS) – SOFTWARE ARCHITECT (REMOTE) **07/2025 – 11/2025**

Best Lawyers' global legal awards platform: a peer-review system with 13M+ confidential evaluations recognizing 168,000+ lawyers across 151 practice areas in 76 countries.

- **Led** design and implementation of .NET Core web applications and APIs for the awards, rankings and publications product lines, with Elasticsearch-backed search.
- **Set** architecture and coding standards (SOLID, design patterns, Agile delivery) and mentored developers through design and code review.

TCGPLAYER (AN EBAY COMPANY) – SENIOR SOFTWARE ENGINEER (REMOTE) **08/2024 – 01/2025**

Contract (Software Engineer V). Catalog migration to .NET microservices on AWS Kubernetes for one of the largest trading-card marketplaces.

- **Migrated** 10+ product lines from SQL Server to MongoDB using T-SQL and RESTful Web APIs, and built MongoDB compound facet filters returning bucket counts.
- **Built** request-deserialization middleware that returns actionable 400 responses, and a CORS policy serving CloudFront-hosted images to the Seller Portal.
- **Delivered** 139 commits across ~9 repositories and took part in 129 pull requests in five months.

ZEROEYES – SENIOR FULL STACK SOFTWARE ENGINEER (CONSHOHOCKEN, PA) **03/2022 – 12/2023**

Late-stage startup reducing gun violence, especially in schools, with AI weapon detection.

- **Architected** a horizontally scalable ingestion microservice for base64 image data emitted by YOLO / DeepStream inference on client on-prem servers and in the cloud, decoupling it from a CRM processing 50,000+ messages a day.

- **Architected** a Backend-for-Frontend Web API and an OAuth-secured SignalR API, and led 3–4 contract React developers integrating against them.
- **Led** the .NET 6 to 7 upgrade across SignalR, MVC and microservice Web APIs; shipped mission-critical fixes and partner integrations.

SMILEDIRECTCLUB – SOFTWARE ENGINEER IV (NASHVILLE, TN) **01/2021 – 02/2022**

- **Built** a Change Data Capture service on the Platform Infrastructure team that let product teams migrate off a legacy Python / PostgreSQL monolith toward microservices on DynamoDB.
- **Managed** Okta integrations that standardized access to platform services, implemented through Okta's Terraform provider.

EVESTMENT (A NASDAQ COMPANY) – SENIOR SOFTWARE ENGINEER (ATLANTA, GA) **03/2020 – 12/2020**

- **Built** a Vue.js application for setting investment thresholds that flag for management review; enhanced institutional-investment and ETL platforms (REST APIs, Selenium); on-call for SLA defects via PagerDuty.

CELESTIAL MEDIA GROUP – PRINCIPAL SOFTWARE ARCHITECT (NASHVILLE, TN) **03/2019 – 12/2019**

- **Architected** a multi-tenant CRM for a music-studio booking platform: Angular front end, IdentityServer4 OAuth microservice with social sign-in, .NET Core Web APIs, Elasticsearch and SQL Server, Redis, and CI/CD with automated TestCafe runs; managed two developers and a QA automation engineer as a contractor.

LKQ CORPORATION – SENIOR SOFTWARE ENGINEER (ANTIOCH, TN) **09/2015 – 12/2018**

- **Architected** the Backend-for-Frontend Web API and a Xamarin.Forms iOS / Android loyalty app (4-star average, 100,000+ downloads) with location services and Azure push notifications.
- **Extended** point-of-sale terminals and self-service yards, including hardware coin dispensers across 90+ locations; added Elasticsearch for sales-lead search; covered business analysis during a team vacancy.

ARRIVA MEDICAL – SOFTWARE DEVELOPER (ANTIOCH, TN) **05/2012 – 08/2015**
Built CRM, order-entry and order-QA systems (.NET, WCF, Entity Framework, SQL Server), a VoIP call-center integration, and SSIS ETL pipelines.

NAVIHEALTH (SENIORMETRIX) – JUNIOR SOFTWARE DEVELOPER (BRENTWOOD, TN) **03/2011 – 04/2012**
ASP.NET WebForms features, MVC prototypes, and ADO.NET data access with stored procedures and views.

AUSTIN PEAY STATE UNIVERSITY – WEB DEVELOPER (CLARKSVILLE, TN) **02/2010 – 11/2010**
Migrated college websites from ASP.NET WebForms to a Drupal CMS.

EDUCATION

Austin Peay State University – Bachelor of Science in Computer Science ***2005 – 2009***

TECHNICAL SKILLS

.NET & architecture – C#, .NET Core / Framework, ASP.NET Core Web API, MVC, SignalR, Entity Framework, Xamarin / MAUI; microservices, REST, Backend-for-Frontend, CDC, OAuth / OIDC (IdentityServer4, Okta), SOLID

Cloud & data – AWS, Azure, GCP, Kubernetes, Helm, Terraform, GitHub Actions, Cloudflare; SQL Server, PostgreSQL, MongoDB, DynamoDB, Elasticsearch, Redis

Front end – React, Angular, Vue.js, TypeScript, Next.js

Games & tools – Unity (C#), deterministic simulation, Burst, Steamworks release pipeline, Unity Asset Store publishing, Roslyn analyzers, Claude Code