Daniel Andersen – Software Engineer

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Profile Summary

Versatile developer with 1 year of professional experience, complemented by 4+ years of personal development projects. Specialized in C# and .NET Core, with additional fluency in TypeScript, Python, and Unity. Known for leading architectural decisions, designing modular systems, and solving real-world engineering challenges with clean, scalable code. Passionate about maintainability, DX, and the intersection of development and design.

Skills & Tools

Languages:
C#, TypeScript, Python, SQL, PowerShell

Frameworks:
.NET Core, ASP.NET Web API, React, Entity Framework

Tools:
Azure DevOps, Git, Playwright, xUnit, Unity

Concepts:
Clean Architecture, Domain-Driven Design, SOLID, Microservices, CI/CD

Professional Experience

Falkon Solutions | Software Engineer - Frisco, TX - Jul 2024 to Jul 2025

- Led design and implementation of a 12-service ASP.NET Core microservice platform, accelerating ticket processing for 200+ field technicians and reducing dispatch time by 30%.
- Replaced legacy WinForms/VB.NET desktop system with modular .NET 8 services and React frontend, enabling CI/CD and eliminating manual deployments. Applying SOLID and DDD to improve maintainability and cross-team collaboration.
- Built Azure DevOps pipelines with gated builds and Playwright/xUnit tests, raising test coverage to 85% and supporting zero-downtime deploys.

Property Damage Appraisers | Systems Administrator - Benbrook, TX - Jul 2017 to Jul 2024

- Conducted internal pen tests and remediated OWASP vulnerabilities, reducing external audit findings by 80%.
- Automated infrastructure tasks using PowerShell and Python, freeing ~10 hours per week for the dev team.
- Assisted developers in establishing CI/CD pipelines for legacy .NET apps, cutting release cycles by 66%.
- Deployed and maintained hybrid Windows/Linux environments with proactive monitoring (PRTG), reducing downtime during incidents.

Technical Projects

Unity Project Bootstrapper – Unity / C#

- Created a Unity Editor tool to automate project setup tasks including folder structure generation, package imports, and project settings. Designed for solo and team scalability, saving 1–2 hours of setup time per project.

Node-Based Scene Authoring Tool – TypeScript

- Designed and implemented a web-based node editor using TypeScript and Canvas to author game scenes. Supported bi-directional links, and JSON export to be used directly in-game.