Dave Rzepa

Technical lead | AI engineering | Reliable systems

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Use AI to query this CV at www.dave-rzepa.dev/ask

Available immediately | Global contracts | San Cristóbal de las Casas, Mexico

Engineering lead with 15+ years in production software. Combines C#/Python systems depth, resilient networking and cloud delivery with hands-on AI agent engineering.

Selected experience

Lead Programmer — Parallel · Parallel TCG

Jun 2024 – Nov 2026 (scheduled end)

• Enabled LLM agents to play and inspect a live Unity application using a Unity MCP server and driver, backed by agent test scenarios, profiling and a coverage ledger. Resolved hard-to-trace bugs through AI-first bug fixing backed by improved diagnostics, 900+ automated tests and human review.

• Made Parallel TCG networking more resilient after frequent disconnects. Replaced WebSockets with direct TCP and reliable message resending.

• Moved an approved AI-assisted progression and onboarding redesign into MVP implementation; release planned for early November 2026.

Lead Programmer — PopReach · PAYDAY: Crime War

May 2021 – Aug 2023

• Interviewed, hired and mentored eight programmers for PAYDAY: Crime War. Delivered the PAYDAY: Crime War rebuild within the team’s self-set deadline after choosing a clean rebuild over migrating the inherited codebase.

• Enabled queue-backed leaderboard rewards and shared client/server logic through Azure Functions and Azure Queue Storage.

Additional experience

Offworld | Principal Programmer | Jan – Jun 2024 — Starship Troopers: Extermination; Squad
Bossa Studios | Senior Programmer | 2018–2021 — Worlds Adrift; I Am Fish
• Improved server performance, modularity and reuse with C# and ECS, proving a path to SpatialOS independence; full decoupling remained unfinished due to time constraints.

FGOL (Ubisoft) | Lead Programmer | 2014–2018 — Hungry Shark Evolution; Hungry Shark World
UNIT9 | Developer to Head of Games | 2010–2014 — Decromancer; Domino’s Pizza Hero

Open-source engineering

ZzzOps — Python workflows for agentic engineering.
HyperTween — C#/Unity ECS/Burst tweening framework, built almost entirely hands-on.

Education and languages

MEng in Computer Science · First Class Honours · Imperial College London
English (native) | Spanish (intermediate)

What colleagues say

“He's an incredibly heavy lifter and, in my opinion, a single Dave can't be replaced by several senior programmers.”
Paul McDonald · former direct report · 2023