Denny Marco

Senior Software Engineer · Technical Lead

Backend .NET engineer who solves problems with agentic AI.

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SUMMARY

Software engineer with seven years of experience, from game backends and MOBA microservices to enterprise .NET platforms. Now leads backend delivery as technical lead: system design, .NET APIs, data stores, and Python vision services, with enough Vue to ship the frontends those systems need. Works AI-first: owns the problem and the design, and delivers through agentic tools (Claude Code, Codex).

EXPERIENCE

Senior Software Engineer · Technical Lead

May 2023 – Present

The Software Practice, Singapore (Remote)

- Technical lead on a resource management platform for a security services client and on a pass photo capture platform; own architecture, delivery, and production deployments.
- Design and build .NET 8 and .NET 10 services with EF Core, Hangfire, and Quartz.
- Build Vue 3 frontends with Vite+ and Tailwind.
- Run GitLab CI pipelines: tests, SonarQube, security scans, regression tests, Docker images, deployment.
- Operate on AWS (ECS, S3, SES, Secrets Manager, CloudWatch) and Azure (Azure SQL, Service Bus, Key Vault).

Tools and DevOps Engineer

May 2022 – February 2023

Stairway Games, Remote

Studio behind Coral Island. Team of 30 to 40.

- Set up and maintained CI/CD with JetBrains TeamCity for the game build pipeline.
- Managed application containers and internal services.
- Built internal tools and bots that removed manual steps for the development team.

Senior Software Engineer and DevOps

March 2020 – April 2022

Anantarupa Studios, Jakarta

- Designed and built backend web applications in C# .NET.
- Designed SQL and NoSQL data stores (MySQL, MongoDB, Redis).
- Designed event-driven microservices.
- Wrote technical design documents with game designers.
- Set up CI/CD with TeamCity; built and deployed container images to Kubernetes.
- Managed cloud infrastructure on Huawei Cloud, Alibaba Cloud, AWS, and Linode.
- Owned logging, monitoring, shell scripting, and internal tooling (project management, documentation, CI/CD).
- Mentored other engineers and shared knowledge across the team.

Intern Programmer

March 2019 – February 2020

Anantarupa Studios, Jakarta

- Game programmer with Unity; backend programmer with C# .NET.

PROJECTS

Resource Management System

2024 – Present

The Software Practice

Enterprise system for security officers, assignments, attendance, and SAP integration.

- Took over as technical lead; maintain and extend a legacy .NET Core 3.1 codebase.
- Migrated the backend to .NET 10 and the frontend from Vue 2 to Vue 3; replaced legacy libraries; refactored for safety and performance.
- Improved logging and observability; integrated AWS Secrets Manager, CloudWatch, SES, and S3.
- Built the GitLab CI pipeline: tests, SonarQube, security scan, regression tests, Docker images for frontend and backend, deployment.
- Wrote CI scripts in Bash, PowerShell, Python, and C#.
- Used AI tooling to build a simulator of third-party systems for testing integrations in the dev environment.
- Deploy to client and production environments.
- **Role:** Technical lead
- **Stack:** .NET 10, EF Core, MySQL, Quartz, Vue, AWS, GitLab CI
- **Tests:** TUnit, Testcontainers

Pass Photo Capture Platform

2026 – Present

The Software Practice

Web platform for capturing and validating ID-card photos, as a self-service kiosk and a staff portal. The browser guides framing, head pose, and lighting, and releases the shutter only within tolerance. The server re-checks the full-resolution image, makes the final pass or fail decision, and stores per-rule evidence.

- Face comparison with AWS Rekognition; LLM checks for rules that classical computer vision cannot solve.
- **Role:** Technical lead
- **Stack:** .NET 11, EF Core, PostgreSQL, Vue 3, Vite+, Tailwind, Reka UI, TanStack Query, FastAPI, OpenCV, MediaPipe, AWS S3, AWS Rekognition, AWS Bedrock, GitLab CI
- **Tests:** TUnit, Testcontainers, Vitest, Playwright, pytest

Pass Verification Platform

2026

The Software Practice

Prototype that verifies security passes: OCR, layout and logo authenticity checks, and face matching against a live headshot. Multi-tenant design (client, assignment, site) with per-site validation rules.

- Fully agentic development with Claude Code and Codex.
- Python FastAPI service with PaddleOCR and OpenCV: document boundary detection, perspective alignment, region placement scoring, ROI-local OCR.
- Vue 3 admin dashboard: template upload, auto-suggested regions, drag-and-resize ROI editor, scanner with burst capture and best-frame selection.
- Planned .NET 10 orchestration layer, CompreFace face matching, AWS ECS Fargate deployment.
- **Stack:** Python, FastAPI, PaddleOCR, OpenCV, Vue 3, .NET 10, CompreFace, AWS ECS Fargate
- **Tests:** pytest

Food Safety Recognition Programme System

2023 – 2025

The Software Practice

Portals for a Singapore government food safety agency. Laboratories, inspection bodies, and auditors apply for recognition; officers review, approve, and issue certificates.

- Built backend features in a clean-architecture .NET 8 solution with separate Internet and Intranet APIs: applications, renewals, withdrawals, and reports.
- Integrated Singpass and Corppass login; generated letters and certificates from Word templates.
- Split background services for documents, email, and Hangfire jobs, with Redis distributed locks.
- **Role:** Backend developer
- **Stack:** .NET 8, EF Core, Azure SQL, Azure Service Bus, Azure Blob Storage, Azure Key Vault, Hangfire, Redis
- **Tests:** xUnit, NSubstitute, AutoFixture

Lokapala: Saga of the Six Realms

2020

Anantarupa Studios

The first MOBA esports game from Indonesia.

- Designed and built backend microservices in .NET C# (95%) and Python.
- Event-driven with RabbitMQ; MySQL, MongoDB, and Redis; Redis caching.
- Frontend-to-third-party integration (Firebase, Sign in with Apple, Google Play Games) and frontend-to-backend integration.
- Docker and Kubernetes; Elasticsearch and Kibana logging; Prometheus and Grafana monitoring.
- CI/CD with TeamCity; cloud on Huawei, AWS, and Alibaba.
- Containerized game servers in Kubernetes with Agones.
- **Stack:** .NET, C#, Python, RabbitMQ, MySQL, MongoDB, Redis, Docker, Kubernetes, Agones, Elasticsearch, Kibana, Prometheus, Grafana, TeamCity

Kinect Shooter

2020

Anantarupa Studios

Kids' shooter game for Xbox Kinect and Unity. Aim by moving a hand; shoot by clenching a fist. Gameplay, UI, Kinect SDK integration.

- **Stack:** Unity, Xbox Kinect SDK

CarGo, Thesis

2020

Binus University

Thesis project built with Unity.

- **Stack:** Unity
- **Source:** github.com/ky0jr/CarGo

EDUCATION

Bachelor of Computer Science, Game Application and Technology

2016 – 2020

Binus University, Jakarta

SKILLS

Core	C#, .NET, SQL
AI Workflow	Claude Code, Codex
AI-assisted Backend	ASP.NET Core, EF Core, Hangfire, Quartz, Python, FastAPI, PostgreSQL, MySQL, MongoDB, Redis
AI-assisted Frontend	TypeScript, Vue 3, Vite+, Tailwind CSS
AI-assisted Infra	AWS, Azure, Docker, Kubernetes, GitLab CI, TeamCity, Bash, PowerShell
AI-assisted Testing	TUnit, Vitest, Playwright, pytest, Testcontainers
Languages	Indonesian (Native), English (Working proficiency)