

Dakotah Cote

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SUMMARY

Senior software engineer with 12 years of experience, from embedded security systems in C and C++ to full-stack TypeScript products. I design the system, direct AI coding agents to build it, and review and test everything that ships. Most recently I led game development at Alchemy for four years.

SKILLS

Languages: TypeScript, JavaScript, C, C++, Python, HTML, CSS

Frontend and mobile: React, React Native, Expo, Next.js, Three.js

Backend and data: Node.js, GraphQL, gRPC, WebSockets, MongoDB, PostgreSQL, Cloudflare Workers, Docker

Practices: AI agent orchestration (Claude Code), code review, automated testing, CI/CD, technical leadership, Scrum

EXPERIENCE

Senior Software Engineer (Contract), Alchemy

Remote | November 2022 to October 2026

- Led game development on a team of five to eight: character sheets, dice and rules automation for 25 tabletop RPGs, including Daggerheart, Call of Cthulhu and Vampire: The Masquerade.
- Shipped Daggerheart, a game system projected at a year or more, in about three months by directing AI coding agents.
- Built the block library for Sheet Builder, a drag-and-drop tool that lets game designers lay out character sheets without an engineer, and migrated every hand-coded sheet onto it.
- Designed a dice-roll language and a rules engine that updates character stats live from equipped items, plus a custom 3D dice renderer in Three.js.
- Found and fixed a years-old bug that detached player characters from their games, and wrote the repair that identified about 3,000 affected characters.
- Merged 1,361 pull requests and reviewed 1,404 for teammates. Added 239 test files in 2026.

Technologies: TypeScript, React, Node.js, GraphQL (Apollo), MongoDB, WebSockets, Three.js, Vite

Creator, Mineral Line (independent project)

2026

- Built a companion app for StarCraft: The Miniatures Game for iPhone, iPad and Android: army builder, live game tracking and rules search. Built solo, directing a team of AI agents.
- Keeps two phones and a table display in sync in real time using Cloudflare Durable Objects.
- Merged 62 pull requests in under two weeks, with 55 test files and 11 CI workflows.

Technologies: React Native, Expo, TypeScript, Cloudflare Workers

General Dynamics Mission Systems

Pittsfield, MA | May 2014 to November 2022 | Held a U.S. Secret clearance

Senior Software Engineer | 2018 to November 2022

- Lead engineer on an internal R&D program for about three years, from its inception: a next-generation security system for critical defense assets.
- Principal investigator on two R&D projects. Received the Mission Excellence Award in 2018.
- Team lead and scrum master for 2+ years. Ran technical demonstrations for engineering and business audiences.

Software Engineer | 2016 to 2018

- Hired full-time after graduating. In early R&D work, got secure boot running on a card where earlier attempts had failed, with a working demo in about three months.
- Ran other major testing efforts and supported major contracts.

Intern I May 2014 to 2016

- Oversaw testing of about 500,000 lines of code to over 90% coverage in three months, against a one-year plan.

Technologies: C, C++, Python (serial to hardware), React, TypeScript, gRPC, embedded systems, secure boot

EDUCATION

B.S., Computer Science, Bridgewater State University, 2016

A.S., Computer Science, Berkshire Community College, 2014