

Dak Washbrook

Full Stack Software Engineer | Platform Architect

Bay Area, CA • hey@dak.dev • dak.dev • linkedin.com/in/dwashbrook • github.com/dakdevs

Product focused full stack software engineer and platform architect with 15+ years of experience building products, developer platforms, and AI enabled systems from zero to production. I build and own systems end to end across user interfaces, backend services, infrastructure, developer tooling, and AI workflows, with experience shipping products serving more than 16 million users. I've led technical direction for early stage startups, built platform foundations for engineering organizations, and most recently built the product foundation for an AI and hardware startup spanning mobile, web, device, and cloud surfaces.

Core strengths: TypeScript • React • React Native • Bun • Node.js • Rust • Go • PostgreSQL • GraphQL • AWS • GCP • Kubernetes • CI/CD • Platform Architecture • Developer Experience • AI Engineering

AI systems: Embeddings • Retrieval • Tool Orchestration • Prompt Engineering • Evaluation

Experience

Sedona AI, Stealth

Feb 2026 - Jul 2026

Member of Technical Staff

- Owned full-stack delivery for product-facing software at an AI hardware startup, carrying features from Expo React Native mobile, web, and on-device interfaces into the platform by building the services they needed or integrating with existing ones in Bun, TypeScript, Effect, and Rust.
- Designed AI-assisted engineering workflows and implementation guardrails that accelerated feature development while preserving type safety, product consistency, and UI quality.
- Partnered with product and design to deliver features across mobile, device, and cloud surfaces while improving CI/CD, developer tooling, and agentic development workflows.

Mercury Technologies

Jul 2025 - Feb 2026

Senior Software Engineer, Cards

- Partnered across engineering, product, design, and data to launch Standalone IO to beta customers, establishing the dashboard foundation for credit-only organizations and an external account management experience integrated with Plaid.
- Built reusable card issuance primitives and resolved production-blocking PostgreSQL constraint and KYC issues spanning frontend, backend, and data systems.

The Network Concierge Company

Jul 2024 - Jul 2025

Co-Founder & CTO

- Designed a full-stack network intelligence product using Next.js and TypeScript, enabling self-serve discovery and onboarding for an initial cohort of 150 customers.
- Built large-scale ingestion, retrieval, and vector embedding pipelines supporting AI analysis workflows.
- Designed concurrent background processing with BullMQ then later Trigger.dev and established shared patterns across backend services, CI/CD, and AI-powered interfaces.

Duh Corp. / Trestle

Jul 2022 - Jul 2024

Co-Founder & Founding Engineer

- Co-founded and built a full-stack construction project collaboration platform from zero to launch, establishing the TypeScript and Next.js architecture that supported a \$2.1 million pre-seed raise.
- Led technical and product direction while building concurrent embedding pipelines for similarity analysis across public-record datasets using Bun, OpenAI, and MongoDB.

Weedmaps Technology, Inc.

Jul 2019 - Jul 2024

Lead Senior Software Engineer

- Served as a core technical lead for Weedmaps' point-of-sale platform, leading architecture and full-stack development for business-critical retail workflows used by cannabis operators.
- Shipped product and platform systems serving 500,000+ businesses and more than 16 million users across React, Ruby, Elixir, Node.js, and Go.
- Built shared CI/CD infrastructure, custom Go developer tooling, and standardized Playwright, Vitest, and Jest practices, improving engineering efficiency by 60%.
- Led development of ML-assisted compliance workflows that reduced training iteration time by 50%, and architected real-time delivery systems while helping migrate infrastructure from AWS ECS to Kubernetes.

NC Interactive, Inc.

Nov 2016 - Oct 2019

Lead Senior Software Engineer (Backend)

- Served as the sole backend engineer for the web platform supporting AAA game launches and experiences used by 100,000+ monthly active users, partnering with frontend, game, release, and infrastructure teams through launch.
- Rebuilt the core platform from PHP and Phalcon to Node.js and TypeScript and introduced GraphQL, expanding the pool of backend contributors fivefold while unifying data access across React applications and internal services.
- Built a reusable Node.js platform SDK, MSSQL APIs, MongoDB caching and analytics systems, and Groovy-based CI/CD pipelines; managed AWS and Kubernetes infrastructure and migrated production services to Kubernetes and Jenkins.

Dellamoda, Inc.

Oct 2010 - Nov 2016

Lead Software Engineer

- Built Python automation tools that increased operational efficiency from manual processes to automated workflows, resulting in a 5,000% improvement in throughput.
- Architected a Laravel end-to-end customer and internal-facing application that improved system efficiency by 600%.

Other Projects**MyAion.xyz**

Nov 2023 - Present

- Rewrote legacy C# web application in Next.js/TypeScript, serving 12,000+ MAU and implementing caching solutions that boosted performance 10x while cutting database load 20x.
- Architected scalable patterns and led a small development team to maintain high code quality and accelerate feature delivery; Next.js; TypeScript; tRPC; MySQL; Mantine UI; Vercel.

PvP All Day

Sep 2012 - Apr 2016

- Architected and scaled a customer-facing platform to more than 30,000 MAU, delivering the original product in PHP and jQuery and later migrating it to Laravel.
- Subsequently rebuilt the archived project in Next.js and TypeScript to preserve it, improve maintainability, and modernize the user experience.
- Used MySQL, Material UI, and Vercel for the archived implementation.

Zephyr

Sep 2012 - Aug 2019

- Developed a comprehensive scheduling platform and player toolset for Aion Online, architecting an end-to-end full-stack solution.
- Scaled the service to support over 26,000 MAU at peak; Next.js; TypeScript; tRPC; MySQL; Mantine UI; Payload CMS; Sanity; Vercel.

Additional Experience

Zero Email (0.email)

May 2025 - May 2025

Software Engineer (Contract)

- Created an AI email composer that learned each user's writing style from sent email history, generating contextually appropriate drafts across a Cloudflare, Bun, PostgreSQL, Next.js, and tRPC stack.

tech night! Orange County Meetup Group

Oct 2024 - Present

Director of Technology

- Built technight.events with professional networking profiles and event discovery features using Next.js, Node.js, PostgreSQL, and TypeScript.
- Mentored dozens of aspiring engineers in software project execution and career planning.
- Coordinated community meetups, hackathons, and conferences; produced and edited 30+ hours of video.
- Technologies: Vercel • Node.js • PostgreSQL • Next.js • React • Tailwind CSS • oRPC • TypeScript

Recognition & Speaking

Next.js Conference 2024 Community Challenge Winner

October 2024

Fullerton College • "Observability in Production-grade Environments"

October 2023

Fullerton College • "Mastering Understanding in a High-Speed Industry"

October 2023

Moorpark College • "CS Master's vs Self-Taught: What actually matters in the real world?"

May 2022

Joint Presentation with Steven Alexander Littaua