



Dave Espineda

Full-Stack Developer | 16 Years Experience | AI Native Developer

📍 Taguig City, Philippines
✉ fdespineda@gmail.com

📞 (0968) 530 8402
📅 27 Nov 1990

📁 Work Experience

Full-Stack Developer

May 2024 - Present

Thinklogic Inc - El Segundo, California

- Collaborating closely with UX Designers and Project Managers to design, implement, and maintain web application features and dynamic components driven by KontentAI CMS projects.
- Working on Nuxt projects to realize and convert specs from Figma designs, as well as server-side functions that integrate with internal and external APIs and databases in alignment with requirements defined in Asana project tasks.

Backend Engineer

Feb 2023 - Feb 2024

Bilue Pty Ltd - Sydney, Australia

- Worked as a Backend engineer for the mobile online-ordering platform of Australia's Guzman y Gomez, developing and optimizing AWS Lambda and AWS Step Functions based workflows, and resolving production issues using Datadog and AWS CloudWatch. Attended site visit to Guzman y Gomez main office in Sydney Australia upon their request.

Full-Stack Developer

May 2019 - Jan 2023

DXC Technology - Taguig City, Philippines

- Project lead and core contributor for a B2B web application for E.on. A major European energy company, implementing Microfrontend architecture with Angular, Azure DevOps pipelines. Developed front-end modules and interactive charts, handled backend .NET responsibilities, and created DevOps automation scripts to streamline workflows. Attended workshop / site visit in Regensburg Germany organized by the client.
- Took on additional leadership responsibilities as squad lead, initiating internal projects, leading the Learning & Development program for junior developers, and championing DevOps best practices to improve development efficiency and team collaboration.

🎮 Earlier Career in Game Development

Beyond Red Wave Arts LLC / Animoca Brands

Jan 2010 - Jan 2019

Daylight Studios Singapore / Witching Hour Studios
Singapore / Hercules Group Asia

- Technical Leadership: Served as Tech Lead for a Real-Time Strategy (RTS) title, designing the system architecture and leading a team of Unity developers.
- Game & Engine Development: Developed various titles using Unity and Cocos2D, implementing complex gameplay logic and deep UI-to-backend integrations.
- Full-Stack & Systems: Designed and deployed game servers using .NET, implemented player account systems via ASP.NET, and managed real-time state synchronization via Photon Server.

🛠 Tech Stack

Nuxt Vue Astro
NodeJS .NET C# Unity
Angular AWS Azure

🛠 AI Native Development

Spec Driven Development - OpenSpec

Zed Agent - OpenCode

🛠 Project Management

Asana / Jira / Trello

Confluence

Github / Azure Devops

🏆 Education

Systems Technology Institute, 2011

- Bachelor of Science in IT
- Programmer of the Year
- Best Thesis