Dallen Larson

Software Engineer | C#/.NET, React & Applied AI

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Software engineer building web products, Windows applications, and games, with professional experience in enterprise integrations and production troubleshooting. Full-time RCM Data Analyst applying AI to healthcare operations at MainStreet Family Care; owner of Junkbyte, an independent game development and publishing company.

TECHNICAL SKILLS

Development: C#, .NET, React, JavaScript, SQL, HTML/CSS, REST APIs, Git/GitHub
Platforms: WPF, WebView2, Firebase, Unity; Epicor Kinetic, Application Studio, BPMs, Functions, BAQs
AI workflow: ChatGPT and Claude for AI-assisted development, prototyping, and debugging

PROFESSIONAL EXPERIENCE

MainStreet Family Care | RCM Data Analyst, Full-time | Oct 2026 - Present

- Apply data analysis and applied AI to revenue cycle management, exploring new ways to improve healthcare operations and workflows.

Junkbyte | Owner, Director & Lead Programmer | Independent

- Own a game development and publishing company alongside my full-time role. Direct and lead Unity/C# programming on HONKSHOT and Tumbletail; handle release and publishing.

Independent Client Work | Software Engineer, Freelance | Jan 2026 - Present

- Deliver software for external clients using C#, APIs, and web technologies, separately from my own products and Junkbyte games; own implementation, testing, and delivery.

Six S Partners Inc. | Epicor ERP Software Engineer | Apr 2024 - May 2025

- Built Epicor Kinetic solutions using C#, Application Studio, BPMs, Functions, BAQs, dashboards, and REST integrations for customer workflows.
- Investigated production issues and supported implementations and Go Live events for clients including Norwest Precision, Poltech, and RPM.

Rook Studios | Software Engineer, Contract | Dec 2023 - Jun 2025

- Implemented Unity/C# gameplay systems for CLAY-TIME, including physics optimization and asynchronous loading; collaborated with designers, artists, writers, and developers.

Larsonsoft | Full-Stack Developer | Jun 2017 - May 2025

- Built and maintained applications with C#, JavaScript, SQL, HTML/CSS, and REST APIs, managing projects from requirements through deployment.

SELECTED PROJECTS

Nibble | C#, .NET 8, WPF, WebView2

- Built and released an open-source Windows browser with tab management, session restore, themes, and a per-user installer/update workflow.

CSKit | JavaScript, Firebase, Node.js, REST APIs

- Built a CS2 workspace with configuration exports, market snapshots, Google sign-in, and private Firestore storage; guest data moves to an account only through explicit migration.

DECKRISE | Founder / Developer | 2025 - Present

- Built and launched a card-game analysis product covering deck performance, tournament results, and matchups; own feature definition, data workflows, deployment, and iteration.

EDUCATION

Nashville Software School | Software Developer | Aug 2022 - Aug 2023
Full-stack development: C#, .NET, SQL, JavaScript, React, REST APIs, Git/GitHub.