

# David M. Stephens

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## Summary

Principal Software Architect & Engineer with 25+ years of full-stack development experience, specializing in cloud-native application design using C#, .NET Core, and Microsoft Azure. Proven ability to design, develop, and modernize scalable, reliable web applications while upholding stringent standards for secure application architecture and regulatory compliance. Over a decade of hands-on experience driving technical innovation, optimizing performance, and building high-performance systems on Azure. Exceptional communicator and former manager, adept at leading architectural discussions, mentoring teams, and fostering collaborative engineering environments.

## Recent Experience

**Pixel Refraction Studio** - Fairfield, CT

August 2024 — Present

**Principal Software Engineer**

C# | Godot Engine | UX | Art and Audio

- Developing a procedurally generated metroidvania game using the Godot engine and C#.
- Specific focus on high-performance code, complex state management, and efficient resource handling.
- Creating the full UX as well as art and audio.

**Cogstate Limited** - New Haven, CT

February 2016 — August 2024

**Principal Software Engineer (Software Engineer Manager)**

C# | Azure | JavaScript | APIs | SQL Server | CosmosDB

- Designed and implemented secure application architecture for multiple cloud-based platforms.
- Ensured data security and regulatory compliance (HIPPA, 21 CFR Part 11) through the implementation of encryption, tokenization, and secure data storage strategies across all services and databases.
- Drove architectural decisions for complex system integrations, focusing on RESTful API design to ensure scalability, security, and maintainability across platforms.
- Spearheaded the implementation of observability standards utilizing Application Insights to proactively identify, investigate, and resolve performance and reliability bottlenecks.
- Contributed to CI/CD pipeline development within Azure DevOps, automating builds, testing, and multi-environment deployments to improve release reliability and reduce manual deployment steps.
- Engineered and implemented a resilient, event-driven transmission system using CosmosDB, ensuring fault tolerance and eventual consistency for critical inter-system communication.
- Oversaw code reviews, mentored engineers, and maintained architectural oversight across multiple cross-functional teams, fostering a culture of high-quality, testable, and maintainable code.
- Led and managed multiple cross-functional engineering teams, fostering a culture of high performance and collaboration while working closely with QA and Project Management.
- Conducted technical interviews and participated in the hiring process, strategically building and expanding the engineering team with top talent.

**Housing Systems Solutions** - Cheshire, CT

September 2013 — January 2016

**Senior Software Engineer**

C# | Azure | TypeScript | APIs | SQL Server

- Directed the refactoring and modernization of a monolithic server codebase to an asynchronous architecture, resulting in significant improvements in application performance and scalability.
- Enhanced logging and diagnostics mechanisms across the production environment, dramatically improving the ability of development operations to swiftly identify and resolve critical production issues.
- Implemented dependency injection to enable robust unit testing and improve code maintainability, promoting a high-quality codebase.

## Education

**Post University**

2013

Degree: Bachelor of Science (B.S.) in Computer Science

Focus: Game Development

## Certifications

**Google** - Google AI Essentials ([Verify](#))

June 2025