SOFTWARE ENGINEER

Dylan Kentish

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I build software that turns complex systems into products people can use. Industrial tools, consumer products, and production websites.

Work

Lead engineer, Sappy Brands LLC **June 2023 — present**
Delaware, USA

- I lead the engineering of Sappy's web platform: sappy.lol, omnia.lol and The Archives, one account shared across them, live chat on Cloudflare Durable Objects, and the hosting and build pipeline.
- sappy.lol has more than 17,000 accounts. Two other engineers work on the Omnia game and related projects.

Director, Built Labs Ltd **November 2022 — present**
Gloucestershire, UK. Co-founded December 2020.

- I co-founded Built Labs while I was still at Renishaw. In November 2022 I left the full-time role. There are two of us. A designer worked with us on contract for a while.
- The work is launch sites, product experiments, and client projects, mostly in Next.js, including crypto products.
- For The Plague I built the trait upgrade lab (2024). It checks a holder's new frog against the collection's rules, generates the artwork and metadata, and hands over the transaction.
- Hashcrash (2025–26), an on-chain crash game: I built everything except the contracts and the subgraph. It took about 149,000 bets over about 67,000 rounds before we shut it down.

Platform engineering, Donation Labs Inc. **April 2026 — present**
Delaware, USA. Contract, alongside Sappy Brands and Built Labs.

- Donate.gg is the donation layer that crypto products build giving on, paying charities in USD. I moved its public API and live updates onto Cloudflare Workers, and I work on the cache, CI, and what it costs to run.

Software engineer, Renishaw plc **June 2021 — November 2022**
Laser Calibration Products, Gloucestershire, UK

- Windows tools (WinForms and WPF) beside the firmware team.
- I co-developed a C# integration test suite that checked third-party firmware against the USB TMC specification.
- I also worked with Bluetooth Low Energy, DFU experiments, release tests, SQL Server and MongoDB.

Software apprentice, Renishaw plc **September 2017 — June 2021**
Gloucestershire, UK. Degree apprenticeship.

- Three months of training, then six-month placements: a shared maths library, metal 3D-printer software (a machine simulation I suggested and built myself, in C++, so tests did not need the hardware), CMM inspection R&D, spectrometer calibration, and a synoptic project, a plug-in manager for measurement software.
- I also rewrote older production software from VB6 to C#. One calibration step went from around four minutes to no more than 15 seconds.

Education

BSc (Hons) Digital and Technology Solutions **September 2017 — June 2021**
University of Exeter. First Class Honours.
Software engineering specialism, with an elective in data analysis. Degree apprenticeship.

A-levels, Archway School, Stroud
Physics A, Mathematics A, Chemistry B.