Yes, when I see the problem then I try to solve it, or at least look for a way to reproduce it.

I see this problem frequently, because I use the debugger frequently.
Not that I write software, but I work through the examples and if I dont understand something, then I use the debugger to see how stuff works.

I could try the tools from sysinternals to investigate this problem furter, when it happens.

My observation is, sometimes it doesnt happen and sometimes it happens frequently, with the debugee being substancially unchanged.

It is not reproducible, this could be a hint for uninitialized variables, dangling pointer or race condition.

If the problem is in the microsoft dll then only a quick'n dirty workaround would be possible:

Before the build starts, delete the target *.exe file.
Possibly the Windows API has a way to get the filehandle and close and delete the file? (I dont know this; this is just an unproven idea)
If this is not possible rename it and delete it at next start.
Possibly move the exe to temp then windows would delete it.