Michael Angelo Del Rosario

Senior Software Engineer

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Open to remote

SUMMARY

Senior Unity and full-stack game developer with 10+ years, strongest in **gameplay systems and UI**. Built gameplay, UI and backend systems for **Captain.tv's live games, played by millions**, developed **custom internal engine tools**, and has shipped across **mobile, web, PC and VR**.

WORK EXPERIENCE

Co-founder - Flagship Studios PH

Mar 2026 - Present

Co-founder | Part-time

- Overall project director of the studio's two-person team, owning direction, scope and production for Marketeer.
- Main game designer of Marketeer, a cozy shop sim and dating sim built in Unity.
- Lead gameplay programmer of Marketeer, building all of its runtime systems, including the character controller, NPC AI, grid system, layering, pathfinding, saving and UI.
- Build the custom tools the team uses to develop Marketeer.

Senior UI Engineer - DryadLLC

Nov 2025 - Jun 2026

Remote | Part-Time | San Francisco, US

- Owned the replacement of a hard-to-maintain legacy UI, rebuilding it from the ground up in Gum for Dryad, a 2D island-building adventure that shipped on Steam in July 2026, delivering **20+ screens** that are easy to extend and scale to any window size.
- Wrote the UI in plain C# on MonoGame, structured to be easy to maintain and extend, along with the data layer that connects game data to the new screens.
- Implemented gameplay features, including systems built around the game's relics.

Senior Software Engineer - Series AI

Jan 2026 - Jun 2026

Remote | Part-Time | San Francisco, US

- Contract gameplay engineer on an R&D project for an AI-focused games company.
- Contributed to a multiplayer social "hangout" game, similar in spirit to Roblox, using WebSockets.
- Owned the UI integration and prompt protection for an AI character chatbot app where users chat with preset characters or create their own, with guests limited to the preset list.
- Reviewed code, then diagnosed and fixed many gameplay bugs in an AI-generated ("vibe-coded") codebase that had outgrown the AI tools' context window, beyond what the AI could fix itself.

Senior Unity Developer / Senior XR Developer - Hogarth Manila
Jun 2025 - Dec 2025

Remote| Full-time | Manila, PH

- Owned UI implementation and systems architecture end to end for a Type 1 Diabetes VR simulation used by **2,000+ users**.
- Led development of "Magic Bus", a COPD VR simulation shown to **4,000+ attendees** at US medical conventions.
- Built a VR maze game with cloud-based integrations for a **major global cloud computing provider**, for high-traffic tech conferences.
- Senior XR developer on a cross-continental production with US studio Subvrsive, mentoring teammates and reviewing code while delivering enterprise XR apps for global clients on accelerated timelines.

Software Engineer → Senior Game Developer - Captain.tv
Nov 2021 - Feb 2025

Remote| Full-time | San Francisco, US

- Full-stack developer on live games serving **millions of players**, including Stream Raiders (played by **40,000+ streamers**), Stream Pirates and Nitro Stream Racing, and part of the team that **launched Arena Kingdoms on Discord** as one of the platform's early games.
- Owned the backend and server data infrastructure behind Stream Pirates (Redis, SQL, MongoDB) and made the server **about 80% faster** by optimizing its data layer.
- Built core gameplay and scalable UI systems in Unity, and owned features across the full game lifecycle, from prototype to live operations.
- Mentored teammates, reviewed code, and worked with the team to resolve performance bottlenecks and bugs, improving stability.

Game Developer | Software Engineer - AmuseTech
May 2020 - Oct 2021

Remote| Full-time | Manila, PH

- Unity developer responsible for game programming and UI development.
- Built the network layer that communicates with the backend over WebSockets.
- Handled payment and crypto-related modules.
- Maintained and polished multiple UI scenes.

Unity Developer | Software Engineer - NarraSoft Corporation
Jul 2019 - May 2020

On-Site | Full-time | Manila, PH

- Programmed a 3D wrestling game and built gameplay for a 2D puzzle game.
- Fixed bugs on a 2D turn-based action game.
- Set up shaders on 3D objects and Timeline animations for trailers.
- Updated the UI of a 3D game in Unreal Engine using Coherent UI, building a health bar, reload animation and stamina bar.

Earlier:

- Game Developer, Metamedia (2017 - 2019)
- QA Engineer, Xceed Studio by Skywind (2018 - 2019) ·
- Technical QA Engineer, Anino Inc. (2016 - 2018)

TOOLS

- Unity
- MonoGame
- Unreal Engine
- Zenject
- Photon
- Addressables
- Unity HLSL
- Unity Profiler
- VFX Graph
- Mixpanel
- Git
- Unity Test Framework
- WebSockets
- Python
- TypeScript
- SQL
- Redis
- MongoDB
- LLM integration
- AWS
- Claude
- Cursor

EDUCATION

Bachelor of Science in Information Technology, specialization in Animation and Game Development
FEU Institute of Technology | 2012 - 2017

SKILLS

- **Gameplay and architecture (strongest area):** C#, gameplay systems, game architecture, dependency injection (Zenject), ScriptableObjects, character controllers, NPC AI, pathfinding, saving.
- **Engines and languages:** Unity (C#), C++, Unreal Engine (working knowledge), MonoGame, VR / XR development.
- **Multiplayer and networking:** Photon, Netcode for GameObjects, real-time WebSocket networking, Protobuf.
- **Performance:** Unity Profiler, CPU, GPU and memory optimization, Addressables asset loading, backend data-layer optimization.
- **UI systems:** UI Toolkit, uGUI, Gum on MonoGame, Coherent UI for Unreal Engine, maintainable UI architecture.
- **Backend and live ops:** Python, TypeScript, Redis, SQL / MySQL, MongoDB, DynamoDB, PlayFab, AWS, hotfix systems, prototype to live operations.
- **Tools and pipeline:** custom Unity Editor and internal engine tools, CI/CD with Jenkins and Unity Cloud Build, unit testing with Unity Test Framework and NUnit.
- **Graphics:** HLSL, Shader Graph, VFX, Timeline animation.
- **AI:** LLM integration, prompt-injection defense, AI-assisted development with Claude and Cursor.
- **Production:** mentoring, code review, technical ownership, game design, sound design, rapid prototyping, remote collaboration across time zones with US teams.