

Michelle Del Rosario

THE EMPATHETIC ENGINEER

I'm a user-centered, full stack software engineer, and I make games people love to play. I have shipped 15+ iOS/Android Featured and Top Charts mobile games.

CONTACT

- ❖ www.delrom.com
 - ❖ 254-338-2997
 - ❖ michelle@delrom.com
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TECHNICAL SKILLS



Full stack Development



UX & UI Design



C#, JSON, Protobuf



Adobe
Photoshop



Unity3D



Parkour

EXPERIENCE

Chair of STEM Outreach Women at Zynga Board of Directors	Oct 2017 - Present
Principal Software Engineer Zynga	Apr 2016 - Present
Senior Game Engineer JuiceBox Games Inc.	Sep 2015 - Mar 2016
Senior Developer Gosu Group	Jan 2015 - Jun 2015
UI Engineer Storm8 Studios	Dec 2012 - Jan 2015
Senior VR Research Assistant Stanford Virtual Human Interaction Lab	Sep 2008 - May 2011

EDUCATION

Stanford University
BS Computer Science (Human Computer Interaction), 2012
