

MICHELLE DEL ROSARIO

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EXECUTIVE SUMMARY

Technical leader with more than 10+ years of professional experience in computer science, engineering and leadership roles. Has overseen and directed **mobile game development**, applied Artificial Intelligence innovation, and Web3 pioneering on agile small to mid-sized teams, creating and executing roadmap plans, improving **task management** and **software development** processes, and collaborating with leadership teams across disciplines to build gameplay features and supporting tools. Builds inclusive and equitable teams for better products and workplaces, partnering with talent acquisition teams and employee resource groups to **recruit, retain, and mentor** the next generation of software developers and leaders.

EXPERIENCE

Sabbatical for Self-development and Self-employment

South San Francisco, CA 94080, October 2022 – Present

- Pursued creative and enriching projects with game programming, online community building, and self-study of **Japanese** written and conversational language.
- In June 2024, accepted an invitation to the **Twitch Partner Program**, becoming one of the **top 0.6%** of the 8.5 million streaming users on the platform.
- Created a chat-based game leveraging Open Broadcaster Software (OBS) and SAMMI programming interface for **automation**.
- Utilized **project management** experience to plan and execute live streaming content for 80+ concurrent viewers across North America and Japan, sharing updates on the social platform **Discord** to a base of 325+ members globally.

Head of Engineering & Senior Engineering Manager, Zynga (Blockchain Gaming)

San Francisco, CA 94103, January 2022-October 2022

- **Hired** and **grew** the core Engineering **team** of 6 **remote engineers** from the ground up.
- **Oversaw** the architectural foundation of blockchain development for the company's first ever Web3 game *Sugartown* by directing the team to utilize **Amazon Web Services (AWS)**, ERC-721 standard smart contracts on the Ethereum blockchain, and Coinbase and MetaMask crypto wallet integrations for player authentication.
- **Worked closely** with Legal and Cybersecurity department leaders to ensure blockchain development met and maintained **secure guidelines** to avoid and limit liabilities (securities, fraud, gambling) and safeguarded the company by ensuring sound security principles and by verifying a customer's identity before allowing them to access services via Know Your Customer (KYC) protocol.

Engineering Manager, Zynga (Gram Games, Studio Operations)

San Francisco, CA 94103, September 2021 – January 2022

Directed the North American engineering efforts for both the Gram Games subsidiary and Zynga's Studio Operations' internal tooling, improving information flow across 4 global studios.

Technical Director & Engineering Manager, Zynga (Applied Artificial Intelligence)

San Francisco, CA 94103, March 2020 – September 2021

Oversaw and directed key business operations spanning game development, production, analytics, user acquisition, design, art, quality assurance (QA), live operations, and executive communication, enabling the division to build puzzle games and test procedurally generated content (PCG).

Lead Engineer, Zynga (Casino Match Division)

San Francisco, CA 94103, May 2018 – March 2020

Led development on elder gameplay features, General Data Protection Regulation (GDPR) and California Consumer Privacy Act (CCPA) compliance requirements for the Match 3 puzzle game *Harry Potter: Puzzles and Spells* (10M+ downloads on Android and iOS stores).

Principal Software Engineer, Zynga (Central Product Division)

San Francisco, CA 94103, April 2016 – May 2018

Developed core loop and engagement features for two unreleased titles using Unity 3d and C#.

Senior Game Engineer, Juicebox Games

San Francisco, CA 94107, September 2015 – March 2016

Developed revenue features for the game *StormBorn: War of Legends* on using Unity 3d and C#.

Senior Developer, Gosu Group

San Mateo, CA 94401, January 2015 – June 2015

Developed User Interface (UI) components on the game *Chrono Strike* using Unity 3d and C#.

UI Engineer, Storm8 Studios

Redwood City, CA 94404, December 2012 – January 2015

Developed UI components on *Dragon Story*, *Match the Dots by Ice Mochi*, and 14 games within Invest Express, Puzzle, and Arcade Shooter genres on iOS platforms using Objective-C.

CONFERENCES AND SPEAKING ENGAGEMENTS

Pocket Gamer Connect, 2020 - *How to Build and Maintain Highly Distributed Teams*

WomenTech Network, 2020 - *Power and Influence: Developing Leadership Presence within You and Your Team*

Women of Silicon Valley, 2019 - *Managing Your 7 Year Career Plan*

CERTIFICATIONS

Amazon Web Services: Enterprise Security, February 2021

Amazon Web Services: Enterprise Security, April 2020

Coro Northern California, Women in Leadership, 2020

EDUCATION

Stanford University, BS Computer Science (Human Computer Interaction)

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