MICHAEL ROMERO

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PROFESSIONAL SUMMARY

Senior software engineer with 17 years of experience shipping more than a dozen games across console, PC, mobile, and browser platforms. Combines gameplay and client engineering with technical leadership, architecture, performance optimization, platform integration, and release certification. Led teams of 10+ engineers and delivered both premium and live-service titles.

PROGRAMMING LANGUAGES & CORE TECHNOLOGIES

Languages: C++, C, C#, Lua, Python, Go, ActionScript / AS3; TypeScript.

Engines / frameworks: Unreal Engine 5, Unity, Cocos2d-x, Entitas ECS, Unity Addressables, id Tech, Corona, Native embedded C/C++ engines.

Systems / tooling: Gameplay and UI architecture, client/server integration, memory profiling, optimization, asset bundles, platform SDKs, console certification, build pipelines, Git, SVN, Agentic coding workflows.

Backend / services: gRPC, Protocol Buffers, FlatBuffers, Redis, SQL, Firebase, AWS, PlayFab, Steamworks, GDK, PSN, Stripe, FMOD, Wwise.

PROFESSIONAL EXPERIENCE

LIMIT BREAK — Staff Engineer / Engineering Lead / Senior Software Engineer
Jun 2022 - Sept 2026

Puzzle Panic

- Led 10+ engineers; owned milestone planning, prioritization, mentoring, and career development.
- Defined Unity client MVC architecture, core game loop, UI framework, and layered view-stack manager.
- Led Unity Addressables adoption; standardized asynchronous asset loading and multi-project content organization.
- Built Python-to-FlatBuffers data pipeline for CDN-delivered game updates without requiring a client release.
- Implemented event-aware rewards, sticker pack presentation, and Infinite Tower endgame content; contributed Go backend changes and agent-assisted engineering workflows.

JUST ADD WATER DEVELOPMENT — Contract Programmer
Mar 2023–Oct 2023

DOOM (2016)

- Ported legacy build infrastructure into a newer pipeline; integrated GOG SDK and Microsoft GDK for achievements, saves, and leaderboards (NDA contract).

ELECTRONIC ARTS / CAPITAL GAMES — Software Engineer III
Apr 2021–Jun 2022

Star Wars: Galaxy of Heroes and **Disney Sorcerer's Arena**.

- Implemented Android/PC platform support for **Galaxy of Heroes** and client battle-system UI updates.
- Updated **Disney Sorcerer's Arena** battle engine and character abilities; delivered event, leaderboard, and UI features.
- Enabled **Disney Sorcerer's Arena** to run on iPhone 6s through memory profiling and asset-bundle/shader optimization.

GLU MOBILE – Staff / Senior / Software Engineer

Mar 2016–Apr 2021

Cooking Dash, **Restaurant Dash with Gordon Ramsay**, **Diner DASH Adventures**.

- Led gameplay venue delivery; built C++ cooking-station modules, Lua content, and analytics instrumentation.
- Sole engineer for **Diner DASH Adventures**' game-wide tutorial system; extended ECS gameplay station modules.
- Delivered progression/reward UI, daily login features, and memory-footprint improvements.

ROMERO GAMES LTD. – Contract Programmer

Nov 2014–Jul 2025

Empire of Sin, **Gunman Taco Truck**, **Silver Bullet** (cancelled).

- **Empire of Sin**: Implemented achievements, DLC, and save/load integration across Steam, Game Pass, PlayStation and Xbox; owned certification and SKU-specific build pipelines; extended combat abilities and AI.
- **Gunman Taco Truck**: Owned taco-assembly/delivery gameplay loop and fixed gameplay bugs.
- **Silver Bullet** (cancelled): UE5/GAS weapons gameplay, dual-wielding, rail firing, and area-of-effect attacks.

BRAINQUAKE – Lead Programmer

Apr 2014–Jan 2026

BrainQuake platform, **Wuzzit Trouble**, and its educational editions.

- Built browser platform and three puzzle games end to end; implemented progression, scoring, and Stripe subscriptions.
- Ported **Wuzzit Trouble** and maintained configurable shared codebase for multiple educational editions; managed App Store releases.
- BrainQuake received $1.25M in three U.S. Department of Education SBIR awards (company-level recognition).

EARLIER GAME DEVELOPMENT EXPERIENCE

Loot Drop – Programmer (2011–2013; 2014–2016): **Ghost Recon Commander**, **Pettington Park**, **Charmcraft Hollow**, **Cloudforest**, **Mineshaft**; Unreleased **Terminator RTS**.

PLAY GIG-IT – Flash Client Engineer (2013–2014): gameplay, systems and UI.

Breaktime Studios – Software Engineer (2013): C/C++ multiplatform engine; **Paper Streets** (iOS).

The Amazing Society – Game UI Programmer (2010–2011): **Marvel Super Hero Squad Online**.

Smith & Tinker – Unity Software Development Engineer (2010): **Nanover**.

wishb – Junior Game Programmer (2010): **GlobWorld**.

HowlJerk Games – Programmer / Designer (2009–2016): shipped **Dodger Down** (iOS/Android); unreleased **The Deep**.

Slipgate Ironworks – Junior Programmer (2009): in-production MMO.

EDUCATION

Full Sail University – Bachelor's Degree, Computer Science (2007–2009).