

Juan Sebastian Delgado

Senior Software Engineer

SUMMARY

Senior Software Engineer with 15+ years building backend systems at scale - specializing in microservice architecture, platform infrastructure, and developer tooling across gaming and consumer platforms. Experienced across the full stack with deep roots in TypeScript, Rust, PHP, and Ruby, with recent focus on AI agent development and productivity automation. Thrives as a hands-on IC on high-ownership teams solving complex, cross-cutting problems

EXPERIENCE

Senior Software Engineer, Fortis Games

San Francisco, CA — June, 2022 - Present

Designed and built a suite of game-agnostic backend services to standardize infrastructure, eliminate duplicated effort across titles, and accelerate game team velocity.

- Architected and maintained a microservice platform in TypeScript (NestJS/Node.js), delivering core services including Authentication, Monetization, and Leaderboard - each designed to support multiple games and platforms simultaneously.
- Designed and implemented an orchestration layer to improve inter-service security, reduce system load, and simplify communication patterns across the microservice fleet.
- Built internal AI agents and Claude Code skills to automate recurring engineering toil - including project scaffolding, standards compliance checks, and feature integration workflows - measurably reducing manual overhead for the team.
- Developed onboarding tooling in Rust to streamline new engineer setup and automate recurring local environment tasks.
- Collaborated on the design and maintenance of game-engine-agnostic internal SDKs to standardize platform integration and maintain feature parity across client targets.

Senior Software Engineer, WB Games

San Francisco, CA — January, 2019 - June, 2022

Contributed to a unified cross-portfolio platform to drive player engagement and retention across WB Games titles.

- Designed and maintained the backend architecture for WB Games account management, supporting identity and session handling across multiple titles.
- Built and maintained the server-side development framework integrated with internal cloud infrastructure, providing a consistent foundation for backend engineers across teams.
- Created and owned the player registration and onboarding framework used for game Beta programs.
- Built the analytics framework for measuring user engagement, providing actionable data for product and live ops decision-making.
- Authored detailed technical requirements and specifications for key platform features, working cross-functionally with internal WB services and partner teams.

Senior Software Engineer, Machine Zone

Palo Alto, CA — 2014-2019

Worked with Live Operations, Data Science, and Game Art teams to build tooling and frameworks supporting user targeting, monetization, and game economy management.

Union City, CA

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- Led the optimization of the In-App Sales artwork pipeline from creation to client delivery - reducing client storage footprint by 50%, saving the art team approximately 10 hours of work per week, and improving overall game stability.
- Built and maintained the shared IAP (In-App Purchase) API as a game-agnostic component, standardizing purchase flows across the entire game portfolio.
- Reduced on-call incidents by 15% through proactive framework improvements and live operator risk mitigation tooling.
- Developed a data framework to query and visualize Druid datastore metrics, enabling live ops and data science teams to evaluate campaign effectiveness in near real time.

Backend Software Engineer, Quark Games

Cupertino, CA — 2012-2014

Worked closely with the finance and marketing teams to extract and analyze data regarding the game economy and user patterns. Designed and maintained several features including dynamic world creation, and background processing and third party integration for campaign and user acquisition reporting.

- Reduced infrastructure costs by 60% through game cluster consolidation and stack simplification.
- Migrated the full player base from CouchBase to MySQL with zero downtime.
- Built a standalone admin interface in Elixir/Phoenix communicating with the live game server to support real-time game actions.
- Integrated analytics, a visualization dashboard, campaign gating, and battle flow systems into the core game backend.
- Automated downtime alerting via Monit and PagerDuty for game services and databases.
- Implemented in-game currency, player notification systems, dynamic game instance creation, and eager event processing in Ruby on Rails.
- Developed community management tooling including player troubleshooting, financial report generation, and game configuration controls.
- Built the API layer for third-party user acquisition partner integrations.

Software Engineer, Grizzly Panda

San Jose, CA — 2010-2011

- Indie game development studio focused on seasonal games.

EDUCATION

Bachelor of Science in Computer Science

Monterey, CA

CSU Monterey Bay

SKILL

Languages: TypeScript, JavaScript (Node.js), Rust, PHP, Python, Ruby

Frameworks & Runtimes: NestJS, Express, React, Ruby on Rails, Elixir/Phoenix

Databases & Caching: MySQL, MongoDB, Redis, Memcache, CouchBase, Druid

Infrastructure & Tools: Git, Bitbucket, Monit, PagerDuty, Terraform

AI & Tooling: Claude Code, LLM agent development, prompt engineering, workflow automation

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