



RYAN ROSS

SENIOR UNITY DEVELOPER GAMEPLAY • MOBILE • MULTIPLAYER • LIVE SERVICE
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Senior Unity and C# engineer with 13+ years of professional game-development experience shipping mobile and PC titles across multiplayer, free-to-play and live-service environments. Owns gameplay and player-facing systems from technical planning through release, then follows the work into profiling, debugging and live iteration. Applies Codex and multi-agent AI workflows to analysis, implementation, testing and documentation while retaining architectural and review ownership.

13+ YEARS

Unity and C# production

10 PROFESSIONAL TITLES

Mobile and PC games

END TO END

Systems, tools and live support

TECHNICAL SKILLS ■

GAMEPLAY AND CLIENT

Unity · C# · UGUI · UI Toolkit · Gameplay Systems · Progression · UI/UX · Animation · Localization · Mobile

MULTIPLAYER AND LIVE

Photon Fusion · Mirror · PlayFab · CloudScript · Firebase · Client-Server Integration · Live Operations · Sentry

ARCHITECTURE AND QUALITY

OOP · Design Patterns · Dependency Injection · Async/Await · Reactive and Event-Driven Systems · Profiling · Debugging · Automated Tests

AI AND DEVELOPMENT TOOLS

OpenAI Codex · Multi-Agent Workflows · Codebase Analysis · Architecture Planning · Automated Implementation and Testing · Technical Documentation · Git · Rider · Visual Studio

SELECTED EXPERIENCE ■

PARALLEL STUDIOS / Senior Unity Developer

Feb 2024 - Jun 2026

Parallel Trading Card Game | *PC and mobile live service*

- Led gameplay and player-experience development across gameplay, UI, rendering, networking and mobile systems for a live multiplayer trading card game.
- Helped transform the PC product for mobile through responsive layouts, touch input, platform switching and screen-space rendering within a unified codebase.
- Designed and maintained card interactions, targeting, drag-and-drop systems, animation flows, VFX, haptics, localization and feature-flagged content.
- Diagnosed difficult synchronization, reconnect, UI-state, rendering and mobile-hardware issues; built profiling and diagnostic tools that improved investigation and testing.
- Mentored developers and partnered with design, art, backend, QA and production on architecture, technical risk, estimates, reviews and release decisions.

REVOLVING GAMES / Software Engineer

Sep 2023 - Feb 2024

Battlestar Galactica | *Mobile strategy game*

- Built progression, tutorials, rewards, reinforcement management, drag-and-drop interactions and responsive animated UI for a large-scale mobile strategy game.
- Created editor and runtime tools, improved batching and asset workflows, and resolved gameplay, rendering and presentation issues with multidisciplinary partners.

SELECTED PROFESSIONAL TITLES ■

Parallel Trading Card Game · PAYDAY Crime War · Microsoft Solitaire Collection · Battlestar Galactica · Marvel Contest of Champions · FIFA 17 · Fast and Furious Legacy · Madlands · Darkmoon Lionheart · Drone Second Strike

EXPERIENCE CONTINUED ■

POPREACH GAMES / Senior Unity Developer

PAYDAY Crime War | Multiplayer mobile live service

Oct 2021 - Aug 2023

- Owned gameplay, progression, monetization and social features including Crime Pass, leaderboards, missions, loadouts, player statistics, item comparison and special offers.
- Integrated PlayFab and CloudScript services; built localization, badging, reward and progression flows around live service-backed data.
- Created interactive 3D presentations and production tools, then coached artists and designers on UI architecture, prefabs and safer content workflows.
- Supported code review, debugging, optimization, live-content delivery and Android/iOS releases.

INDEPENDENT DEVELOPMENT / Creator and Lead Developer

Beyond the Core | Unity client and authenticated game services

2026 - Present

- Designing a narrative-driven Unity game with persistent player state, exploration, authored combat, progression, world events and operational tooling.
- Built authenticated APIs, server-authoritative systems, deterministic rewards, regression coverage and clear boundaries across domain, server and Unity presentation layers.
- Directs Codex and multiple specialized agents through milestone planning, codebase analysis, scoped implementation, compile/test loops, debugging, code review and documentation; retains final ownership of architecture, quality and approval.

EARLIER GAME DEVELOPMENT ■

STUDIO AND ROLE	TITLE AND DATES	CONTRIBUTION
SMOKING GUN INTERACTIVE Programmer	Microsoft Solitaire Collection Jan - Jun 2019	Gameplay, UI, localization, networking, advertising, animation and live platform updates.
I GOT GAMES Programmer	Madlands Mar - Dec 2018	Unity gameplay/UI systems, automated testing tools and performance improvements.
EMERALD CITY GAMES Programmer	Darkmoon Lionheart Aug - Dec 2017	Unity UI, localization, stores and render-texture character presentation.
KEMOJO Programmer	Drone Second Strike Sep 2016 - Mar 2017	UI systems, animation, localization, stores, debugging and deployment.
ELECTRONIC ARTS Technical Artist	FIFA 17 Mar - Sep 2016	C#, Python and MEL tools for content pipelines, asset integration and artist workflows.
KABAM Programmer	Marvel Contest of Champions · Fast and Furious Legacy Apr 2014 - Aug 2015	Gameplay interfaces, event systems, scalable UI and custom development tools for iOS and Android.

ADDITIONAL EXPERIENCE AND TOOLS ■

BeaconLive | Event Producer | Nov 2019 - Oct 2021

Managed technical production for online professional learning and built Selenium-based workflow automation.

Additional technologies C++ · Python · JavaScript · SQL · JSON · XML · Rider · Visual Studio · Perforce · Doozy UI · Blender · Photoshop · Selenium