

**Mike Bagley** — Senior Unity Developer  
Rogers, AR 72756 (Open to Remote)

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LinkedIn: <https://www.linkedin.com/in/mike-bagley-unity3d-dev/> Portfolio: <https://michaelbagley.us/>

Complete WebGL Game: <https://holowerkz.com/pinball>

## Professional Highlights

Built VR content creation and training applications after developing social browser games, including a pioneering 3D Flash title. Shipping eleven EA releases over seven years. Started career building arcade and LAN systems. Created the original widget service and a multiplayer card app, evolved that foundation into TaskEZ.App on Google Play, then developed a WebGL 3D pinball engine powered by a PlayFab and Azure backend. Currently working with AI to build production ready systems. Former technical lead turned independent product builder focused on privacy-minded, production-ready interactive experiences across WebGL, mobile, and XR.

I asked AI to frame what we've been doing together. CoPilot replied: What we've been doing isn't "prompt-to-prototype." It's full-stack, production-grade, cross-system engineering at a pace most teams can't match.

**Senior Unity Developer** with a strong record delivering polished consumer apps, WebGL games, and XR experiences. Combines creative UX, systems architecture, and full stack engineering to produce user-focused software under tight schedules.

**Indie Full Stack Delivery** — Transitioned from team lead to solo developer, expanding expertise in design, art, backend, and database systems to ship complete WebGL titles.

**Cross Platform Certification** — Built technical requirement checklists that passed Microsoft, Sony, and Nintendo certification on first submission, eliminating rework and delays.

**Embedded Arcade OS** — Architected and deployed a custom embedded XP operating system for arcade hardware, showcased at the AMOA trade show.

**Leadership & Delivery** Demonstrated technical leadership from prototype to production. Mentored teams while executing end-to-end development as an independent engineer, covering design, art, backend, and database integration.

## Technical Skills

Programming: C#, C++, .NET 4, JavaScript, Xcode, Swift, Objective C

Tools: Unity 3D, Unreal 4, Plastic, Perforce, GitLab, Git, CLI, Copilot AI, GPT-4, Unity ML Agents

Server & Networking: Node JS, PlayFab, Azure, Unity Game Services (UGS), SQL, REST, Apache, Nginx, AWS, Mirror, PUN, Fusion, NetCode

Process: Automation, DevOps, Linux (Ubuntu), Confluence, JIRA, Agile

*I bring product focus, technical ownership, and cross disciplinary execution—able to lead teams or operate independently to deliver reliable, user-centric interactive products.*

## Mike Bagley

### Experience

#### **Indie Developer – Holo Werkz** *September 2024 – Present*

Since fall 2024, I've focused on building a trio of indie projects centered on ethical design, modular gameplay, and player empowerment. Shipped cross-platform products by solving end-to-end publishing challenges across Google Play, Unity, WebGL — including TaskEZ.App, holowerkz.com, a WebGL 3D pinball engine with PlayFab backend. Streamlined build pipelines, met store certification requirements, optimized WebGL performance, delivered full-stack multiplayer integration.

#### **Senior XR Developer – Client Contracting Roles** *March 2020 – September 2024*

Earned Unity Associate Game Developer certification, published an Android demo on Google Play. Delivered VR training apps built in Unity, developed WebGL browser games with JavaScript optimization. Engineered cross platform XR systems for HoloLens 2, Vive, Quest, iOS, Android. Implemented backend services using PHP, Node, AWS, and supporting multiplayer persistence.

#### **Senior AR/VR Developer – Marxent** *October 2016 – October 2019*

Maintained legacy iOS apps with Xcode, Swift, Objective C. Integrated iOS clients with VR and desktop experiences, coordinated cross-platform input, asset pipelines, automated build systems to reduce manual steps, ensure consistent signed releases.

#### **Senior Game Developer – Client Contracting Roles** *November 2013 – August 2016*

Developed social browser games for Facebook, Flash, including early 3D browser titles. Taught Unreal Engine classes, designed boardgame mechanics in Unity, integrated cross-platform features across web, mobile, XR.

#### **Senior Engineer – Electronic Arts (SE3)** *October 2006 – October 2013*

Implemented C++ DLL systems interfacing with C# game libraries. Built a TRC system for Xbox, PS2, Wii that passed Microsoft, Sony, Nintendo certification on first attempt. Improved UX, reduced eye fatigue through optimized camera controls for Nintendo 3DS. Created a reusable FSM tool for runtime flow management across multiple titles. Contributed to eleven shipped games including *The Godfather (Wii)*, *Tiger Woods PGA Tour 08 (PC)*, *Nerf N-Strike 1 & 2 (Wii)*, *The Sims 3: Pets (3DS)*, five *Sims 3* (PC expansions).

### Certifications

Unity Certified Associate: Game Developer (UCA-156)

HoloLens 2 Quality Application Series (18811–18814)

### Technical Skills

Languages: C#, C++, .NET, JavaScript, Swift, Objective C Platforms & Engines: Unity, WebGL, Unreal, iOS, Android, HoloLens, Quest Backend & DevOps: Node, PlayFab, AWS, Azure, SQL, REST, CI/CD, Linux, automation