

Michael Gallego

Senior Software Engineer · Full-Stack Systems · Rust · AI · Solana

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Senior software engineer with 7+ years of production experience, from enterprise SQL and C# tooling to leading a large-scale Flutter app at Norwegian Cruise Line Holdings. Since March 2025 I have also built and shipped my own products as founder of WAGUS LLC: Rust/Tokio game backends, Solana payout pipelines confirming at p50 418 ms on mainnet, browser games on Three.js shipped to Android, and AI agents that run sales outreach end to end. I own work from architecture and CI through release and production support, and I use AI tooling to move fast without skipping review or tests.

TECHNICAL SKILLS

Systems & backend	Rust, Tokio, async concurrency, WebSockets, HTTP, SQLx, Node.js, TypeScript, Python, C#	Data	PostgreSQL, SQL, schema and index design, advisory locks, Firebase / Cloud Firestore
AI & automation	Claude API, Claude Skills, multi-stage agent pipelines, AI content pipelines (3D AI Studio, ElevenLabs), TypeSafe	Solana	RPC integration, SPL and Token-2022 transfers, wallet auth (Privy, Phantom), escrow and payout reconciliation
Mobile & web	Flutter, Dart, BLoC, Provider/MVVM, React, Three.js, Capacitor, Android and iOS release	Delivery	Linux, GitHub Actions, Fastlane, Shorebird, CI/CD, Railway, Vercel, Resend, unit and API testing (90%+ coverage)

EXPERIENCE

Senior Flutter Developer — Norwegian Cruise Line Holdings Ltd. Remote · Jun 2023 – Present

- Lead development of a large-scale Flutter application that integrates complex API contracts across multiple backend services.
- Guide architecture, asynchronous state management, testing, and performance work with product and design partners.
- Own production troubleshooting for the app, from triage through fix and release.
- Mentor engineers through code reviews, technical sessions, and architecture guidance; introduced AI tooling paired with review and validation.

Founder & Lead Engineer — WAGUS LLC Remote · Mar 2025 – Present

- Founded and run a studio shipping games, creative tools, and AI products across web, mobile, and Solana; own product, engineering, and growth.
- Built an AI outreach agent that finds businesses, generates tailored demo sites, deploys them to Vercel, and runs multi-stage pipelines with no manual handling.
- Built a self-service marketplace where clients configure and buy websites, apps, 3D assets, and AI automation by card or Solana, with escrow payments, commission bundles, and role-based access.
- Built a real-time Rust/Tokio multiplayer backend with bounded queues, rate limits, and graceful shutdown; simulation runs on a dedicated runtime thread to keep socket I/O responsive.
- Built Token-2022 reward payouts with durable liabilities, atomic reservations, and identical-byte retries that prevent duplicate payments; a 10-payout mainnet cohort confirmed at p50 418 ms and p95 580 ms, 10/10 verified.
- Engineered escrow and settlement for paid entry and checkout: wallet ownership, mint and fee validation, idempotent credit, and pending-to-finalized reconciliation.
- Cut CI time 41% (17m15s to 10m08s) by optimizing release artifacts and test-fixture reuse while keeping the full Rust test gate.

SELECTED PROJECTS

SCRAPS 2.0 IN DEVELOPMENT

Open-world game on Solana: a connected city with driving, homes, shops, delivery jobs, races, and combat. Vehicle physics with weight, suspension, tire grip, and impact feedback.

Mirage LIVE · IN DEVELOPMENT

Netflix-style cinema platform for making and watching curated AI-assisted films, on desktop and mobile web.

Cipher IN DEVELOPMENT

Music workspace for writing lyrics, generating parts, and arranging songs, as a desktop and mobile studio.

SCRAPS Arena / SCRAPBALL LIVE

Browser robot arena and 3v3 car-soccer. Deterministic simulation shared by server and client; Three.js ported to Android at 60 FPS via Capacitor; shipped on web, itch.io, WaveDash, and Android.

Claude Resets LIVE

Tracker for publicly announced Claude usage-limit resets, with notification links.

ORBryn RETIRED

Browser sci-fi survival MMORPG: Rust/Tokio WebSocket server, Three.js/WebGPU client, PostgreSQL snapshots, and advisory-lock scheduling.

EARLIER EXPERIENCE

Software Engineer — Bottle Rocket (Lowe's mobile app)

Jun 2022 – Jun 2023

- Helped build the app foundation and led key Flutter initiatives using BLoC, REST APIs, and async state management.
- Held 90%+ unit-test coverage per feature and coached engineers on maintainable Flutter and Dart practices.

Flutter Engineer — PairTree

Seattle, WA · Oct 2021 – May 2022

- Built Android, iOS, and web foundations: BLoC architecture, authentication, onboarding, navigation, and deployment.
- Integrated Firebase Authentication, Firestore, and Dynamic Links; contributed to architecture and code review.

Mobile Engineer — Somus (Contract)

Remote · Sep 2021 – Dec 2021

- Automated Android and iOS releases with Fastlane and GitHub Actions; migrated the codebase to null safety with Provider/MVVM.

Flutter Mobile Developer — MeetKai Inc.

Santa Clara County, CA · Jan 2021 – Jul 2021

- Enhanced a Flutter app serving thousands of users worldwide: multi-provider Firebase auth, Firestore data flows, file-to-JSON tooling, and tested UI components.

Data Analyst & Cognos Developer — Hudson's Bay Company (Contract)

Wilkes-Barre, PA · Jun 2019 – Sep 2020

- Automated file workflows in Python and built SQL reporting tables in Cognos for executive reports.

Web Developer & SQL Scripting — Berkshire Hathaway GUARD Insurance

Wilkes-Barre, PA · Dec 2018 – Jul 2019

- Built internal C# web tools to run bulk SQL stored procedures and monitor async jobs over financial records.

EDUCATION

Valencia College — Orlando, FL

2015 – 2017

Associate's degree, Computer Programming · Technical Certificate, Computer Programming & Analysis. Built an Android-controlled robot in Embedded Computing; tutored programming.