TADEO MENICHELLI
GAME ENGINEER

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Skills

PROGRAMMING LANGUAGES
C#
Javascript
C/C++
HTML & CSS
Godot Script
Java

SOFTWARE
Unity
Jetbrain Rider
Git
Gamemaker
Monogame

Education

Rochester Institute of Technology   Aug. 2016 to Aug. 2020
BS Game Design & Development
Minor Creative Writing

RIT Study Abroad (Portugal)   June 2019 to Aug. 2019
Took World-building and Digital Creative Writing Courses

Employment

Gamebreaking Studios   Los Angeles, CA
Software Engineer I   Aug. 2020 to Dec. 2020
- Skills used: Unity, C#, HTTP, and Git
- Create highly test-driven online services for pre-existing games/services.
- Worked on shipped mobile title with 10,000+ players using Agile development ideologies.
- Learned how to HTTP requests to update the user's premium status, and retrieve the player's time spent exercising.
- Improved UI features that are reactive to phone screens.

Engineering Intern   June 2020 to Aug. 2020
- Skills used: Unity, C#, Java, HTTP and Git
- Automated WebGL building using proprietary software to facilitate CI/CD practices.
- Researched Unity's Forward Renderer Data and Camera Overlays to recreate a proper Field of View.
- Created a title with draggable letters for a portfolio website.

Rochester Institute of Technology   RIT
Lab Worker/Tutor   Sept. 2018 to June 2020
- Assisted students with improving their understanding of C#, C++, Unity, 2D & 3D asset production, game design, and web development.
- Keep labs safe, clean, as well as reporting any damages and issues with equipment.

Teaching Assistant   Sept. 2017 to Dec. 2018
- Graded exercises, homework, and projects for introductory C# courses and 3D Maya courses.
- Tutored students one-on-one to better grasp the topics covered.

Projects

Gamer+ (Student Team of 2)   Nov. 2019 to Dec. 2019
- "Gamify your life" Social Media API where you create quests for your friends using MVC architecture.
- Frameworks/Runtime/Libraries: Node.JS, ReactJS, MongoDB, Mongoose, HandlebarsJS, and Express.
- Learned image uploading, group/friend connectivity, and account creation.
- Used the fetch API to upload images to MongoDB using mongoose.
- Ensured that D.R.Y. ideology was maintained, while still allowing the user to view important information through Vue.js
- Github: https://github.com/TadeoM/GamerPlus

Campaign Map Toolkit (Remote Team of 7)   Jan. 2020 to Apr. 2020
- Reverse Engineering Total War campaign map-making tool that allows for customizable maps.
- Take data from a preexisting map, or from scratch and create new maps, and store into a database.
- Improved UX through new sized brushes on a hex-grid
- Source: https://github.com/TadeoM/CampaignMapToolkit

Hit 'Em   Apr. 2018 to Aug. 2018
- Combined Pong and Brick Breaker using using Pixi Game Engine (JS library) and later Unity.
- Added game variety with random number generation for "brick" health, and a correlated RGB value.
- Unity Source: https://github.com/TadeoM/HitEm
- Web Version: https://www.tadeomenichelli.me/hitem

Activities

Humans vs Zombies · Vice President (VP)   Aug. 2016 to June 2020
- An organization with 1000+ members.
- Design the theme of live-action games, missions that occur twice a day, achievements/badges with 250-500 players.
- Determine the number of moderators required to accomplish the game's goals.
- Organize mini-games for smaller groups of players which also includes a theme, 5-6 missions, and moderator numbers.

Computer Science House · Member   Sept. 2016 to Current