

# TADEO MENICHELLI

## SOFTWARE ENGINEER

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## Skills

### PROGRAMMING LANGUAGES

C#  
JavaScript  
C/C++  
HTML & CSS  
Godot Script  
Java

### SOFTWARE

Unity  
Jetbrain Rider  
Git  
GamedMaker  
Monogame

## Education

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

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

## Employment

### Darkpaw Games

Associate Software Engineer

San Diego, CA  
May 2021 to Oct. 2021

- Skills used: C++, XML, VDL, Perforce
- Reverse Engineer new systems using combinations of old ones, to create a more constraint game experience.
- Collaborate with Designers to implement a new experience in Everquest 2

### Gamebreaking Studios

Software Engineer I

Los Angeles, CA  
Aug. 2020 to Dec. 2020

- Skills used: Unity, C#, HTTP, and Git
- Create highly test-driven online services for pre-existing games/services.
- Communicate strongly with colleagues to understand the task and deliver shipped mobile F2P title with 10,000+ players
- 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.
- Learned about and implemented network transactions to communicate with game servers
- Created a title with draggable letters for a portfolio website.

### Rochester Institute of Technology

Lab Worker/Tutor

RIT  
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>

### A Ranger's Tail (Student Team of 4)

Jan. 2019 to May 2019

- Designed and implemented a 3D environment that uses the concept of culling and the built-in ray casting class in Unity to rotate dynamically and give the player the ability to navigate through the 3 dimensions using only 2 dimensions at a time.
- Organized deadlines, meetings, and encouraged proper time-scope.
- Communicated expectations with programmers and artists, such as giving feedback and additional support with bug triage.
- Created the narrative and campaign for the world.
- Github: <https://github.com/TadeoM/A-Rangers-Tail>
- Build: <https://tinyurl.com/RangersTail>

### Hit 'Em

Apr. 2018 to Aug. 2018

- Combined Pong and Brick Breaker using Pixi Game Engine (JS library) and later Unity.
- Added game variety with random number generation for "brick" health, and a correlated RGB value.
- Itch.io: <https://gilexarr.itch.io/hit-em>

### 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>

## 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