Tadeo **Menichelli**

Game Engineer

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✚ Skills

PROGRAMMING LANGUAGES	SOFTWARE
VS#	Unity
C / C ++	Jetbrain Rider
Javascript	Git
Java	Gamemaker
HTML & CSS	Monogamous
GML	
Godot Script	

✚ Employment

Gamebreaking Studios   Los Angeles, CA
Software Engineer I
June 2020 – Aug. 2020
- Skills used: Unity, C #, Java, 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 idiologies.
- Implemented HTTP requests to update the user's premium status and block features based on it.
- Rework and maintain UI features that are reactive to phone screens.

Engineering Intern
Sept. 2020 – Present
- Skills used: Unity, C #, HTTP and Git
- Worked as a Gameplay Engineer on prototyping a top-down shooter.
- Automated WebGL building using proprietary software to facilitate CI / CD practices.
- Use Unity's Forward Renderer Data and Camera Overlays to create 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 – Present
- Tutor students one-on-one with help in topics such as, 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 – 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.

✚ Education

Rochester Institute of Technology   Aug. 2016 – Aug. 2020
Bachelor of Science, Game Design & Development 2020
Minor, Creative Writing 2020

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

✚ Projects

Gamer + (Student Team of 2)   Nov. 2019 – 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.
- Implemented image uploading, group / friend connectivity, and account creation.
- Used the fetch API to upload images to MongoDB using mongoose.
- Created data that was accessible where it needed to be while still keeping relative security to the user.
- Vue.js framework was used to organize code in a way that allowed me to reuse code without breaking DRY ideology.
- Designed and implemented visual design.
- Website: https://gamer-pluss.herokuapp.com/

A Ranger's Tail (Student Team of 4)   Jan. 2019 – 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.
- Build: https://tinyurl.com/RangersTail

Campaign Map Toolkit (Remote Team of 7)   Jan. 2020 – 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.
- Create brushes for drawing on a hex-grid using offset grid coordinates.
- Source: https://github.com/victimized0/CampaignMapToolkit

✚ Activities

Humans vs Zombies; *Vice President (VP)*   Present
- 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*   Present