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TADEO MENICHELLI

GAMEPLAY ENGINEER

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EXPERIENCE

UNITY/UNREAL SOFTWARE ENGINEER
Stardust
Mar. 2022 - Jan. 2023

- Implement, integrate and launch plugins in Unity and Unreal that save developer time.
- Assisted in updating documentation on using plugins, for customers to easily understand.
- Create CI/CD systems to ensure code is working and tested automatically, saving developer time.
- Create a Demo Game to showcase to potential customers, and provide a teaching tool.

ASSOCIATE SOFTWARE ENGINEER
Darkpaw Games
May 2021 - Oct 2021

- Reverse Engineer a stat and level cap for the player, spells and equipment using old and new systems.
- Collaborate with designers to create an achievement leaderboard which rewards player participation.

SOFTWARE ENGINEER I
Gamebreaking Studios
Aug. 2020 - Dec. 2020

- Create highly test-driven online services to facilitate development cycles.
- Communicate with designers and artists to deliver F2P mobile game with 10,000+ players.
- Improve reactive UI features to give players a better use experience.

EDUCATION

BACHELOR OF GAME DESIGN & DEVELOPMENT
Rochester Institute of Technology
2016-2020

PROJECTS

BIG SHOOTER THINGS

- UE4 project implementing multiple shooter mechanics to recreate mechanics similar to Tracer from Overwatch™
- Mechanics required to adhere with Server Reconciliation and Client Prediciton

EXPERTISE

- C#
- C++
- Godot Script

- Unity
- Unreal Engine 4
- Git/Perforce

- Gameplay Programming
- UI Engineering
- Curiosity