TADEO **MENICHELLI**

GAMEPLAY ENGINEER

CONTACT

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SKILLS

Programming Languages

- C#
- C++
- Java
- Javascript
- Lua
- Godot Script
- HTML / CSS

Software

- Unity
- Unreal Engine 4/5
- Git
- Perforce
- Pico-8
- Gamemaker

EDUCATION

Rochester Institute of Technology

Game Design & Development

2016 - 2020

Minor in Creative Writing

ACTIVITIES

Humans vs. Zombies

Vice President   2020

- Design the theme of live-action games, missions that occur twice a day, achievements/badges with 300-800 players.
- Organize mini-games for smaller groups of players which also includes a theme, 5-6 missions, and moderator numbers, creating game tension throughout the days of play.

WORK EXPERIENCE

Unity/Unreal Software Engineer

Stardust   Mar. 2022 - Jan. 2023

- Implement and prepared for release of plugins in Unity and Unreal using prefabs and blueprints respectively.
- Created customer and technical documentation on using and developing the plugin.
- Create CI/CD systems to validate code is working and tested automatically, using GitHub Workflows and generated code from Swagger.io

Associate Software Engineer

Darkpaw Games   May 2021 - Nov. 2021

- Adjust a stat and level system for the players, spells and equipment so that players can be limited based on a cap, determined by designers
- Collaborate with designers to create an achievement leaderboard which rewards player participation.
- Created documentation outlining implementation and affected areas of code.

Software Engineer I

Gamebreaking Studios   Aug. 2020 - Dec. 2020

- Worked with Agile and used Test-Driven Development to implement a Unity-based Match-3 game for a high profile Fitness company.
- Communicate with designers and artists to deliver F2P mobile game with 10,000+ players.
- Improve UI features to provide players with a game that is reactive to their device.

Engineering Intern

Gamebreaking Studios   June 2020 - Aug. 2020

- Developed interactive title letters in JavaScript, for a client's webpage which allows users to move letters around the screen.
- Documented implementation and created a guide for non-technical client.
- Learned about and implemented network transactions to communicate with game servers.
- Create field of view system for player and AI to determine what characters are in line of sight using 3D math to improve performance using C# and Unity.
- Made development decisions and agile to deliver demo game within 2 months.

PROJECTS

Big Shooter Things

Solo Project   Jan. 2023

- UE4 project implementing multiple shooter mechanics to recreate mechanics similar to Tracer from Overwatch™
- Mechanics developed to adhere with Server Reconciliation and Client Prediction.
- Used UE4's UI system to create UI elements that display to the player what abilities are on/off cooldown