MIKEL MATTICOLI

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SKILLS

Languages 🌐
Native: English, Spanish
Proficient: French

Project Management 📝
Methodologies: Agile, Scrum, SDLC
Soft Skills: Professional Writing, Business Communication, Experience Design, Client Management, Troubleshooting
Tools: JIRA, Confluence, Notion, Trello

Systems Administration / DevOps 🖥️
Linux: Ubuntu, Debian, RHEL, bash, Ansible, cron, systemd, pam
Windows: Powershell, batch, AD/LDAP
MacOS: XCode, Homebrew
Cloud: GCP, Azure, AWS, On-Premise
CI/CD: GitHub Actions, Jenkins

Software Development 💾
Version Control: Advanced Git, GitHub, GitHub Enterprise, Perforce, Plastic
Docker: Local Dev, PaaS, compose
Platforms: Web (Full Stack), Desktop, Android, iOS, AR/VR
Databases: SQL, Mongo, Firebase, GQL
Game Engines: Unity3D, Unreal Engine
Data Viz/Reporting: Jupyter, Bokeh
Languages: JS/HTML/CSS, Python, C#, Java, Go, Racket, Objective-C
Frameworks: React, Svelte, Express, Flask, Socket.IO, Parcel, WordPress
SSO: OAuth 2.0, OIDC, SAML, PRT

Multimedia/Production 🎥
Office: MS Office, G Suite, VBA/GScript
Video: Adobe Premier, After Effects
Audio: Reaper, Adobe Audition, Mixcraft
Image: Photoshop, GIMP, Inkscape
3D: Print/Laser Cut, Maya, Fusion360

EDUCATION

MS, Interactive Media & Game Dev
Worcester Polytechnic Institute

Focus Areas: Project Management & Experience Design

OBJECTIVE

Engineer, designer and producer with a passion for making things and helping people. I have 8+ years of experience in software engineering, project management, IT, and experience design. Seeking new full-time opportunities starting Feb 2023.

PROFESSIONAL EXPERIENCE

Technology Consultant · Bloomberg LP
Jun 2018 - Present, Contract
➔ Created and maintained Python Flask + React web app template with built-in SSO and API docs, reducing initial dev time for new projects by 40%
➔ Established docker-based local dev workflow to mirror production, reducing deployment overhead and streamlining on-boarding of new team members
➔ Built interactive reports to show real-time and aggregated power/network usage data for critical hardware and software systems
➔ Followed best practices for logging, CI/CD, and alarming to proactively identify and remediate potential client-affecting issues
➔ Led R&D team building prototype VR/AR apps for use in datacenter operations

Senior Engineer (Full Stack + DevOps) · Intentional Design Studio
Sep 2019 - Oct 2022, Contract
➔ Created custom CI/CD & PaaS solution, cutting deployment times by 80% with zero overhead cost
➔ Delivered 6 full-stack web apps and websites, from spec/design to maintenance phase, working solo or on teams of 3-6 devs , designers, & artists
➔ Collaborated with various IT teams to ensure 99% uptime for all applications
➔ Set up Perforce Helix Core server with LDAP and automated depot creation
➔ Balanced dev work with project management, ensuring on-time and in-budget completion with 100% client satisfaction
➔ Built cluster of 7 Ubuntu VMs from scratch, including automated package updates and service monitoring

Adjunct Instructor/Lecturer (IMGD) · Worcester Polytechnic Institute
Aug 2022 - Oct 2022, Contract
➔ Conducted lectures and lab activities to teach a class of 25 university students about game development, emphasizing hands-on experience with design, production, programming, art, and audio
➔ Provided technical and instructional support to students using tools like Unity, GitHub, Raper, and Photoshop to create tightly scoped game projects
➔ Maintained high level of student engagement, providing individual support as needed to ensure all engaged students met the learning goals of the course

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EDUCATION *(continued)*

BS, Computer Science
BS, Interactive Media & Game Dev
Worcester Polytechnic Institute

Honors: High Distinction
Minor in Robotics Engineering
Minor in Media Art

CERTIFICATIONS

CITI Human Subjects Research
Certification [CID: 33924155]

DEV204x: Programming with C#

SAMPLE PROJECTS

The Call of Karen (*System Eng. / Tech Art*)
Award-winning PC simulator game about
a 1950's housewife fighting Cthulhu (over
120,000 downloads on Steam).
https://callofkaren.com

JHDB Global Contributor Portal
Accessible tool for the global jazz
community to contribute historical
artifacts to the Jazz History Database.
https://global.jazzhistorydatabase.com

Rigs of Color Website (*Design, Dev, SEO*)
Project showcase/online store featuring
art assets and tools for improving
representation in media/games.
https://rigsofcolor.com

IGDA WPI (*Co-Founder*)
WPI's chapter of the International Game
Developer's Association, a professional
community providing learning and
networking opportunities in media/games
https://igda.wpi.edu/

*See more cool projects on my website, these
are just a few I enjoy talking about*

Technical Director / Project Manager · Jazz History Database
Mar 2019 - Aug 2022, Part-Time
- ➔ Designed, developed, and deployed custom content management app enabling non-technical correspondents around the world to contribute to the JHDB
- ➔ Provided training and QA for ongoing multimedia and web dev work
- ➔ Worked with non-technical stakeholders to identify key development needs
- ➔ Led teams of students maintaining custom software using Agile methodologies

Programmer / Technical Artist · Trumbus Games
Jan 2019 - Jan 2021, Part-Time
- ➔ Worked on a team of 4 to design, develop, and release a successful comedy PC simulation game about a 1950s housewife fighting meddling eldritch horrors
- ➔ Implemented event/state and game save systems in Unreal Engine C++
- ➔ Built level loading, localization, and gameplay systems using UE4 blueprint
- ➔ Designed UI/menus and implemented art assets and animation in-engine

Project Manager · The Global Lab @ Worcester Polytechnic Institute
Sep 2018 - Dec 2020, Part-Time
- ➔ Worked with co-directors to establish production workflows and branding
- ➔ Provided technical training and consulting services to students and faculty
- ➔ Wrote and maintained intuitive and accessible documentation on media production software and equipment

Research Assistant (Bose AR) · WPI IMGD
Sep 2018 - Dec 2020, Part-Time
- ➔ Created room-scale soundscape app using BoseAR SDK + ARCore in Unity
- ➔ Presented research outcomes to engineering team at Bose Headquarters

Datacenter Intern · Bloomberg LP
Jun 2017 - Aug 2017, Internship
- ➔ Conducted data center maintenance and operations, including hardware troubleshooting, infrastructure planning, and system monitoring
- ➔ Developed internal web portal/API for monitoring datacenter power usage, as well as python scripts to automate repetitive maintenance tasks

Software Engineering Intern · SelfMade Co.
Jun 2016 - Aug 2016, Internship
- ➔ Added several major features to an iMessage-like CRM web app
- ➔ Implemented Slack integration, canned response/autocomplete and mobile UI

iOS Development Intern · UpSwerve Inc
Jun 2015 - Aug 2015, Internship
- ➔ Added video capture/sharing features and various bug fixes for Snapchat-like app Camera Club, including both client and server-side implementation

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