



MIKEL MATTICOLI

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SKILLS/FAMILIAR TOOLS

Languages

Native: English, Spanish

Proficient: French

Software Development

Languages: TypeScript, Python, C/C++, HTML/CSS/JS, C#, Go, Java, Objective-C
Libraries: React, Svelte, SCSS, Puppeteer, Django, Flask, Jupyter, Pytest, Pylint, tox
Databases: SQL, Mongo, Firebase, GQL
Docker: Local Dev, compose, Kubernetes
Data: Kafka, Humio, Grafana, RabbitMQ
Game Engines: Unity, Unreal, Phaser
SSO: OAuth 2.0, OIDC, SAML, PRT

DevOps / Systems Administration

VCS: Git, Perforce, Plastic

Cloud: On-Premise, GCP, AWS, Azure

CI/CD: GitHub CI, Jenkins

IAC: Ansible, Saltstack, Proprietary Tools

Linux: bash, dpkg, systemd, ufw, nginx

Windows: Powershell, batch, Intune

MacOS: XCode, Homebrew, zsh

Project Management

Methodologies: Agile, Scrum, SDLC

Soft Skills: Professional Writing,

Communication, Experience Design,

Client Management, Troubleshooting

Tools: JIRA, Confluence, Notion, Trello

Design/Creative Tools

UI/UX: XD, Figma, Balsamiq

Video: Premier, After Effects

Audio: Reaper, Audition, Mixcraft

Image: Photoshop, GIMP, Inkscape

3D: Print/Laser Cut, Maya, Fusion360

EDUCATION

Worcester Polytechnic Institute

MS, Interactive Media & Game Dev

Focus: Project Management, Exp. Design

BS, Computer Science

BS, Interactive Media & Game Dev

Honors: High Distinction

Minor in Robotics Engineering

Minor in Media Art

PROFESSIONAL EXPERIENCE

Technology Consultant (Full Stack Engineer) · Bloomberg LP

Jun 2018 - Present, Contract

- Created Python + React web app template with out-of-the-box CI/CD, SSO and API docs, reducing initial dev time for new projects by 40%
- Established docker-based dev and deployment workflows, reducing technical overhead and streamlining on-boarding of new team members
- Independently developed and shared expertise on undocumented open/inner source tools, collaborating with their owners on enhancements and trainings
- Built interactive dashboards and reports to show real-time usage data for critical hardware and software infrastructure
- Proactively identified and remediated potential user-affecting issues
- Led R&D team building VR/AR apps for use in datacenter operations

Senior Fellow (Full Stack + DevOps Engineer) · Intentional Design Studio

Sep 2019 - Oct 2022, Contract

- Created an automated, zero-cost CI/CD & PaaS solution built on GitHub+Docker, cutting deployment and maintenance time by 80%
- Delivered 6 full-stack web apps and websites to clients, 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 university lectures and lab activities on game development, emphasizing hands-on experience with design, production, code, art, & 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 students met the learning goals of the course

Technical Director / Project Manager · Jazz History Database

Mar 2019 - Aug 2022, Part-Time

- Designed, developed, and deployed a custom CMS web app, enabling non-technical correspondents around the world to contribute digital exhibits
- Provided training and QA for ongoing multimedia and web dev work
- Worked with non-technical stakeholders to identify development and infrastructure needs, prioritizing and delegating technical tasks accordingly

Additional Experience & Supplemental Info →

MIKEL MATTICOLI

CERTIFICATIONS

CITI Human Subjects Research
Certification [CID: 33924155]

HOBBIES

Woodworking
Cooking/Baking
Escape Rooms
Games (digital and tabletop)
Table Tennis

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>

Holiday Escape (*Producer/Tech. Design*)
Week-long escape room installation
designed and constructed by a team of 16
over the course of two months, featuring
hybrid physical+digital puzzles.
<https://escaperoom.wpi.edu/>

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*

SUPPLEMENTAL EXPERIENCE

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
- Conducted successful live demo for research 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 iOS app Camera Club, and cloud-based server software

IT Technician · Self-Employed

Jun 2012 - Jun 2015, Freelance

- Provided home office setup and PC troubleshooting/maintenance, and performance optimization services to local clients

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