



MIKEL MATTICOLI

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SKILLS

Languages

Native: English, Spanish

Proficient: French

Software Development

Languages: TypeScript, Python, C/C++, HTML/CSS/JS, C#, Go, Java, Objective-C
Frameworks: React, Svelte, Next.js, SCSS, MUI, Django, Flask, FastAPI, Jupyter
Databases: SQL, Mongo, Firebase, GQL
Docker: Local Dev, PaaS, compose
Data: Kafka, Grafana, Humio, RabbitMQ
Platforms: Web, Desktop, Mobile, VR/AR
Game Engines: Unity, Unreal, Phaser
SSO: OAuth 2.0, OIDC, SAML, PRT

DevOps / Systems Administration

VCS: Git, Perforce, Plastic
Cloud: GCP, AWS, On-Premise, Azure
CI/CD: GitHub/GitLab CI, Jenkins
IAC: Ansible, docker compose, Saltstack
Linux: Ubuntu/Debian, RHEL/CentOS
Windows: Powershell, batch, AD/LDAP
MacOS: XCode, Homebrew

Project Management

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

Multimedia/Production

Video: Adobe Premier, After Effects
Audio: Reaper, Adobe 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 and maintained Python Flask + React web app template with built-in CI/CD, 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 infrastructure
- Followed best practices for logging, CI/CD, and alarming to proactively identify and remediate potential user-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 built on GitHub+Docker, cutting deployment and maintenance time by 80% with zero overhead cost
- 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 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

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 digital exhibits
- 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

Additional Experience & Supplemental Info →

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CERTIFICATIONS

CITI Human Subjects Research
Certification [CID: 33924155]

DEV204x: Programming with C#

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>

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/>

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.

*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
- 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

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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