MIKEL MATTICOLI

Engineer & Technical Designer with a passion for making things and helping others

✉ mikel.matticoli@gmail.com   ⬡ matticoli.net   🔗 linkedin.com/in/matticoli

---

OBJECTIVE

Seeking full-time mid/senior-level software or infrastructure engineering roles, ideally remote or hybrid. I enjoy figuring out how complex systems work and how to improve them. I'll learn, teach, and/or create the tools needed to solve the problem at hand: my work experience spans full stack software engineering, experience design, project management, DevOps/IT, and teaching/research.

SKILLS / FAMILIAR TOOLS

- **Code:** Python, TypeScript, HTML/CSS/JavaScript, C#, C/C++, Go, Java, SQL, Mongo, Firebase, GraphQL
- **Frameworks:** React, Flask, Socket.IO, FastAPI, SCSS, Tailwind, Jupyter, Svelte, Pytest, Tox, Jest, Puppeteer
- **Tools:** Docker, Git, Perforce, PlasticSCM, GitHub CI, Jenkins, Kafka/RabbitMQ, Humio/Grafana, Unity/UE5
- **Infrastructure:** On-Premise Cloud, GCP, AWS, Azure, Kubernetes, Ansible, Saltstack, nginx, Powershell, bash
- **Design/Media:** Figma, Adobe (XD, Photoshop, Premier, AE, Audition), Reaper, GIMP, Inkscape, Maya, Fusion360
- **Project:** Agile, Scrum, Client Management, Software Architecture, JIRA, Confluence, Office/G Suite, Miro, Notion
- **Soft Skills:** Spanish (Native), French (Intermediate), Troubleshooting, Professional Writing, Teaching/Training

---

RECENT PROFESSIONAL EXPERIENCE

Full Stack Software Engineer, Technical Infrastructure (*Technology Consultant*)   Bloomberg LP, Jun 2018 - Present

- Created Flask + React web app template with out-of-the-box support for inner-source CI/CD, Single Sign-On, analytics and routing tools, reducing initial development time for new projects by 40%
- Streamlined on-boarding of new team members and interns with docker-based development and deployment workflows
- Devised e2e testing solution providing 100% code coverage in a production-like environment with reduced developer effort
- Independently developed and shared expertise on undocumented open/inner source tools, collaborating with their owners to implement enhancements, documentation, and trainings
- Built interactive dashboards and reports to monitor critical infrastructure in real-time and identify outages proactively
- Led R&D team in identifying and prototyping VR/AR use cases for datacenter operations

Founding Full Stack + DevOps Engineer *(Senior Fellow)*   Intentional Design Studio, Sep 2019 - Oct 2022

- Created a zero-cost CI/CD solution using GitHub Actions and 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
- Balanced project management and development work, ensuring on time and in-budget delivery for 100% client satisfaction
- Architected, built, and maintained a high availability production Ubuntu cluster with automated updates and monitoring
- Achieved SEO goals for client websites within two weeks of the website going live
- Set up Perforce Helix Core server with LDAP and automated depot creation, providing training and tech support to 30+ users

Technical Director + Project Manager   Jazz History Database, Mar 2019 - Aug 2022

- Designed, developed, and deployed a custom CMS web app, enabling non-technical correspondents around the world to contribute 50+ digital exhibits in multiple languages
- Provided training and QA for a team of 4-8 web developers and multimedia production staff
- Worked with non-technical stakeholders to identify and prioritize development and infrastructure needs

---

EDUCATION

MS, Interactive Media, Project Management + Experience Design Focus   Worcester Polytechnic Institute

BS, Computer Science + BS, Interactive Media & Game Development   Worcester Polytechnic Institute
    Minor in Media Art, Minor in Robotics Engineering   Graduated with High Distinction

---

PROJECTS   *(ASK ME ABOUT...)*

- **The Call of Karen** - Award-winning PC simulator game about a 1950's housewife fighting Cthulhu, with 120,000+ players
- **Holiday Escape** - I had the privilege of being a producer and design lead for a week-long escape room installation featuring hybrid physical+digital puzzles, designed and constructed by a team of 16 over the course of two months
- **IT Work** - I got my start doing freelance IT work, and have many fun stories of breaking things and learning how to fix them
- **Hobbies** - DIY Arcade Machines, Woodworking, Cooking/Baking, Escape Rooms, Games (digital and tabletop), Table Tennis

---

Portfolio/Projects: matticoli.net   Full Work History/Additional Experience: linkedin.com/in/matticoli