



# MIKEL MATTICOLI

[mikel.matticoli@gmail.com](mailto:mikel.matticoli@gmail.com) • [+1 732-798-0251](tel:+17327980251) • [linkedin.com/in/matticoli](https://www.linkedin.com/in/matticoli)

## SKILLS

### DevOps / Systems Administration

Cloud: AWS, On-Premise, GCP, Azure

Docker: Kubernetes, PaaS, Local Dev

CI/CD: Jenkins, GitHub/GitLab CI

IAC: Ansible, docker compose, Saltstack

VCS: Git, Perforce, Plastic

Linux: Ubuntu/Debian, RHEL/CentOS

Windows: Powershell, batch, AD/LDAP

MacOS: XCode, Homebrew

### Software Development

Scripting: Powershell, bash, VBA

Languages: Python, JS/HTML/CSS,

Node.JS, C#, Go, C++, C, Java

Game Engines: Unreal, Unity, Phaser

Web Frameworks: React, Svelte, Next.js, Express, Flask, Jupyter, WordPress

Platforms: Cloud, Web, Desktop, Mobile

Databases: SQL, Mongo, Firebase, GQL

SSO: OAuth 2.0, OIDC, SAML, PRT

### Project Management

Methodologies: Agile, Scrum, SDLC

Soft Skills: Troubleshooting, Technical

Writing, Communication, Experience

Design, Client Management

Tools: JIRA, Confluence, Notion, Trello

### Languages

Native: English, Spanish

Proficient: French

## EDUCATION

### MS, Interactive Media & Game Dev

Worcester Polytechnic Institute

Focus: Project Management, Exp. Design

### BS, Computer Science

### BS, Interactive Media & Game Dev

Worcester Polytechnic Institute

Honors: High Distinction

Minor in Robotics Engineering

Minor in Media Art

### Relevant Certifications

DEV204x: Programming with C#

## PROFESSIONAL EXPERIENCE

### Technology Consultant • 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 workflow from local dev to 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

### Senior Engineer (Full Stack + DevOps) • Intentional Design Studio

Sep 2019 - Oct 2022, Contract

- Architected and implemented build and testing pipelines for games projects
- 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 fully automated package updates, service monitoring, and system health reporting

### Technical Director / Project Manager • Jazz History Database

Mar 2019 - Aug 2022, Part-Time

- Architected and implemented cost-efficient cloud infrastructure solutions
- 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

### 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
- Conducted manual & automated testing; designed and performed user studies
- 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

Supplemental information & Additional Work History →

# MIKEL MATTICOLI

## Supplemental Info & Additional Work History

### 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.  
<https://escaperoom.wpi.edu>

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

### SUPPLEMENTAL EXPERIENCE

**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

**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

**Contact:** [mikel.matticoli@gmail.com](mailto:mikel.matticoli@gmail.com)

**LinkedIn:** [linkedin.com/in/matticoli](https://www.linkedin.com/in/matticoli)

**Phone:** [+1 732-798-0251](tel:+1732-798-0251)

**Website:** [matticoli.net](https://matticoli.net)