

# Mikel Matticoli

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## OBJECTIVE

I'm a Full Stack Engineer & UX Designer with a passion for making things and helping others, currently seeking full-time remote software or infrastructure engineering roles. I'll learn, teach, and/or create the tools needed to solve the problem at hand. I enjoy figuring out how complex systems work to troubleshoot/improve them, and believe strong communication and mentorship are key to good engineering.

## CORE COMPETENCIES

Full Stack Software Engineering | Teaching and Mentorship | Experience Design | Troubleshooting | Web Development | Project Management | Software Architecture | DevOps | Developer Experience | Technical Writing | Client Management

## TECHNICAL SKILLS

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

## EDUCATION

**Master of Science in Interactive Media** | Focus Areas: Experience Design, Project Management  
Worcester Polytechnic Institute

**Bachelor of Science in Computer Science** | Minor in Robotics Engineering, Graduated with High Distinction  
Worcester Polytechnic Institute

**Bachelor of Science in Interactive Media & Game Development** | Minor in Media Art, Graduated with High Distinction  
Worcester Polytechnic Institute

## PROFESSIONAL EXPERIENCE

**Full Stack Software Engineer, Technology 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 by creating docker-based development and deployment workflows
- Independently developed and shared expertise on undocumented open/inner source tools, collaborating with their owners to implement new features/enhancements, improved documentation, and audience-tailored trainings
- Devised end-to-end testing solution for internal web library+PaaS, achieving 100% code coverage with reduced developer effort
- Built interactive dashboards and reports to monitor critical infrastructure, proactively identifying and preventing several outages
- Led R&D team in identifying and prototyping VR/AR solutions for common datacenter operations problems

**Founding Full Stack + DevOps Engineer (*Senior Fellow*)** **Intentional Design Studio | Sep 2019 - Nov 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 through maintenance phases, working independently or on teams of 3-6 developers, designers, & artists
- Balanced project management and development work, ensuring on time and in-budget delivery with 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 server with LDAP and automated depot creation, providing training and tech support to 30+ users
- Ensured seamless hand-off of all client and infrastructure projects upon contract completion through documentation and training

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

- Designed, developed, and deployed a custom web-based content management and publishing system, enabling non-technical correspondents around the world to contribute 50+ digital exhibits to the JHDB 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

## Programmer / Technical Artist

Trumbus Games | Jan 2019 - Jan 2021

- 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 game state load/save, localization, and gameplay systems using UE4 blueprint and C++
- Designed UI/menus and implemented art assets and animation in-engine to improve feedback and eliminate confusion for players

## Project Manager

The Global Lab @ Worcester Polytechnic Institute, Sep 2018 - Dec 2020

- Worked with co-directors to establish production workflows and branding
- Provided technical training and consulting services to students and faculty for projects spanning all academic disciplines
- Wrote and maintained intuitive and accessible documentation on media production software and equipment

## Research Assistant (Bose AR)

WPI IMGD | Sep 2018 - Dec 2018

- Created room-scale soundscape app using BoseAR SDK + ARCore in Unity to evaluate feasibility of combining both technologies
- Presented research outcomes to engineering team at Bose Headquarters

## Data Center Intern

Bloomberg LP | Jun 2017 - Aug 2017

- Conducted datacenter operations, including hardware troubleshooting, infrastructure planning, and system monitoring
- Developed internal web portal+API for monitoring power usage, and python scripts to automate repetitive maintenance tasks

## Software Engineering Intern

SelfMade Co | Jun 2016 - Aug 2016

- Implemented Slack integration, canned responses, autocomplete, mobile UI, and bug fixes for an iMessage-like CRM web app

## iOS Development Intern

UpSwerve Inc | Jun 2015 - Aug 2015

- Added video capture/sharing features and various bug fixes to Snapchat-like iOS app Camera Club and node.js backend

## Freelance IT Technician

Self-Employed | Jul 2012 - Jun 2015

- Provided home office setup and PC troubleshooting/maintenance services for personal and small business devices to local clients
- Successfully carried out software/hardware fixes and upgrades, troubleshooting, performance optimization, and network setup

## PROJECTS (ASK ME ABOUT...)

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**The Call of Karen** - Working as a team of four, we designed, developed, and released an award-winning PC simulator game about a 1950's housewife fighting Cthulhu that surpassed 120,000 downloads on Steam

**Holiday Escape** - I had the privilege of being the 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

**rigsofcolor.com** - Working with the Rigs of Color team, I designed and built a project showcase site and online store, achieving key SEO goals in under one week

**Hobbies** - DIY Arcade Machines, Cooking/Baking, Games (digital and tabletop), Woodworking, Escape Rooms

## LINKS

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- Contact: [mikel.matticoli@gmail.com](mailto:mikel.matticoli@gmail.com)
- Portfolio and Work Samples: [matticoli.net](http://matticoli.net)
- Full Work History and Additional Experience: [linkedin.com/in/matticoli](https://linkedin.com/in/matticoli)
- References available upon request