



# MIKEL MATTICOLI

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## SKILLS

### Software Development

**Languages:** TypeScript, Python, C/C++, HTML/CSS/JS, C#, Go, Java, Objective-C  
**Frameworks:** React, Svelte, Next.js, SCSS, MUI, Django, Flask, 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

### Languages

**Native:** English, Spanish  
**Proficient:** French

### 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** · 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 →

# MIKEL MATTICOLI

## 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 · UpSverve 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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