TADEO MENICHELLI

GAMEPLAY ENGINEER

CONTACT

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Saddle Brook, NJ

SKILLS

Programming Languages

- C#
- C++
- Typescript
- Javascript
- HTML / CSS
- SQL

Software

- Unity
- Unreal Engine 4/5
- Git
- Perforce
- Pico-8
- Gamemaker

EDUCATION

Rochester Institute of Technology

Game Design & Development

2016 - 2020

Minor in Creative Writing

ACTIVITIES

Humans vs. Zombies

Vice President   2020

- Design the theme of live-action games, missions that occur twice a day, achievements/badges with 300-800 players.
- Organize mini-games for smaller groups of players which also includes a theme, 5-6 missions, and moderator numbers, creating game tension throughout the days of play.

WORK EXPERIENCE

Web Developer

Prometheus Group   Feb 2024 - Present

- Design & Develop Full Stack features for Master Data Governance
- Work directly with customers to create data management system for Plant information.
- Create SQL script to parse through 160,000 unclean manufacturer lists, reducing list by approximately 70,000.

Unity/Unreal Software Engineer

Stardust   Mar. 2022 - Jan. 2023

- Implement and prepared for release of plugins in Unity and Unreal using prefabs and blueprints respectively.
- Created customer and technical documentation on using and developing the plugin.
- Create CI/CD systems to validate code is working and tested automatically, using GitHub Workflows and generated code from Swagger.io

Associate Software Engineer

Darkpaw Games   May 2021 - Nov. 2021

- Adjust a stat and level system for the players, spells and equipment so that players can be limited based on a cap, determined by designers
- Collaborate with designers to create an achievement leaderboard which rewards player participation.
- Created documentation outlining implementation and affected areas of code.

Software Engineer I

Gamebreaking Studios   Aug. 2020 - Dec. 2020

- Worked with Agile and used Test-Driven Development to implement a Unity-based Match-3 game for a high profile Fitness company.
- Communicate with designers and artists to deliver F2P mobile game with 10,000+ players.
- Improve UI features to provide players with a game that is reactive to their device.

PROJECTS

Big Shooter Things

Solo Project   Jan. 2023

- UE4 project implementing multiple shooter mechanics to recreate mechanics similar to Tracer from Overwatch™
- Mechanics developed to adhere with Server Reconciliation and Client Prediction.
- Used UE4's UI system to create UI elements that display to the player what abilities are on/off cooldown