

# TJCIOFFE

GAME DESIGNER / DEVELOPER / PRODUCER

## CONTACT

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## EDUCATION

### MASTER OF FINE ARTS

Game Systems Design

Academy of Art University  
San Francisco (2021 - 2024)

### BACHELOR OF SCIENCE

Information Tech. & Marketing  
NYU Stern School of Business  
New York (2004 - 2007)

## SKILLS

- **Languages:** C#, JSON, SQL, HTML, XML, CSS, PHP, Python, Powershell, Bash
- **VCS:** Plastic, Git, Perforce
- **PM:** Trello, Asana, Notion
- **UI/UX:** Adobe, Figma, Canva
- **Unity:** UI Toolkit, Input System, AI Navigation, Cinemachine, Shader Graph, VFX Graph
- **Unreal:** Level Blockout, Sequencing, Blueprints
- **Apple App & Google Play Store** publishing history

## ABOUT ME

Seasoned IT veteran with over 20 years of experience in a variety of fields, positions, and scenarios, ranging from a start-up to a national corporation and from a family-run business to a university research computing lab. I have worked at every level in business, be it intern, employee, manager, director or owner; with experience in roles including developer, database / systems administrator, Software Architect & CIO. My passion is building things!

## EXPERIENCE

### GAME PROGRAMMER

2023 - Present | SunOracle Games

Created and implemented base Enemy class for use throughout the game. Responsible for Enemy AI design and Animation spritesheet setup. Contributed to the project's wiki and SOP creation/documentation.

### OWNER, DEVELOPER

2015 - Present | OneWinter Consulting

Created and published a puzzle game on the Apple App Store and Google Play Store. Analyzed, optimized and troubleshooted Microsoft Windows Server stack-based systems for clients. Implemented spanned storage solutions including Synology, WIndows Storage Spaces & unRAID.

### CIO, SYSTEMS ARCHITECT

2007 - 2015 | CompSolutions / CoAdvantage

Oversaw staff responsible for system/network admin. & database development. Trained non-technical staff on company systems and SOPs. Made key decisions as member of company's executive board. Guided the company's IT transition after merging with a national competitor and assisted the new entity in architecting their combined systems moving forward.

### SYSTEMS ADMINISTRATOR

2005 - 2007 | NYU Stern Research Computing Dept.

Maintained and managed research servers for the department head. Planned and implemented new backup software for all servers. Researched and implemented a clustered filesystem for shared disk space between servers. Responded to support tickets and resolved issues for researchers.

## RECENT PROJECTS

- [Autonomous Odyssey](#): ScriptableObject-based FSM enemy AI
- [Accumulus](#): hex-based city-builder, dynamic UI & unlockable cards
- [Ron Swanson](#): randomly-generated open-world survival w/ skill tree
- [Dwarf Digger](#): endless dungeon crawler w/ RPG stats & combat