TJ Cioffe

Brooklyn, New York • linkedin.com/in/tjcioffe • http://onewinter.net

Product Leader | Technical Architect | Software Developer

Experienced Product Developer and Technical Leader with 15+ years building software solutions across gaming, enterprise, and B2B platforms. Proven track record of leading cross-functional teams, architecting scalable systems, and delivering user-centered products that drive business growth. Combines deep technical expertise with strategic product vision and collaborative leadership to solve complex business challenges.

CORE COMPETENCIES

Product Development: Full-lifecycle product management, user research, roadmap planning, feature prioritization
Technical Leadership: Systems architecture design, engineering team management, technical mentorship
Software Engineering: Full-stack development, systems integration, performance optimization
Cross-functional Collaboration: Stakeholder management, agile methodologies, design thinking

WORK EXPERIENCE

onewinter games   Jun 2021 - Present
Owner / Developer   Brooklyn, New York, United States

- Started solo-run businesses to offer code integration / review, project mentoring / management, and Unity game development services
- Launched applications on iOS App Store, Google Play Store, and Steam PC/Mac/Linux platforms
- Developed and released Tower Defense game (Terrorformer TD) in C# with Unity, with focus on extensibility, scalability, and clarity
- Leveraged user analytics and community feedback to prioritize feature development and optimize user experience
- Current projects: data-oriented design-based FPS crafting game (think Satisfactory), shop & relationship management sim (think Potionomics)

Cioffe Enterprises Inc   Jan 2018 - Present
Chief Operating Officer   Brick, New Jersey, United States

- Oversaw key technology initiatives related to firm's investment strategy in telemedicine, real estate technology, and artificial intellience
- Crafted company performance models and business intelligence tools with stakeholder input
- Met with, evaluated, secured, and managed company portfolio investments
- Led company's strategic investment into AI middleware company with portfolio of technologies that reduce LLM capital & operation costs

SunOracle Games   Feb 2023 - Mar 2025
Senior Lead Developer   Eastvale, California, United States

- Led multi-disciplined team of 15+ developers, artists, and designers to deliver professional Unity game demo on schedule

- Designed technical architecture and established development standards to ensure clean, understandable C# code
- Implemented critical features including enemy AI behaviors, responsive UI frameworks, and performance optimization
- Mentored junior developers, designers, and technical artists through screen sharing, code reviews and technical documentation
- Used Agile methodologies along with Kanban visualization in Trello to align team members' goals and workloads
- Worked with other leads to establish a standardized project asset request pipeline, reducing unnecessary and erroneous production

BenefitPerx   **Jan 2016 - Dec 2017**
Chief Information Officer   **East Rutherford, New Jersey, United States**

- Designed and developed enterprise healthcare CRM solutions using C#, ASP.NET, MSSQL and jQuery
- Led development of data integration platform connecting multiple business units and external partners
- Established product development roadmap aligned with business objectives and customer needs
- Directed company-wide initiative to create, implement and test disaster recovery plans for short and long-term outages
- Collaborated with department heads to identify opportunities for process automation and standardization

Compensation Solutions   **Jul 2007 - Dec 2015**
Chief Information Officer / Systems Architect   **NJ/NY**

- Directed technical strategy and product development as key member of executive leadership team
- Led and mentored cross-discipline tech team of 12 in rolling out and supporting new initiatives company-wide
- Used virtualization to consolidate 20+ physical servers into three, reducing systems maintenance load by over 80%
- Modernized client-facing web & remote desktop applications using C#, ASP.NET, MSSQL, and jQuery
- Optimized monthly payroll/benefits financial reconciliations with SQL indexes and stored procedures -- taking a 2-day long procedure and compressing it into 2 hours
- Spearheaded overall technical integration during merger with two larger companies, resulting in unified systems architecture with minimal disruption

NYU Stern Center for Research Computing   **Jan 2005 - Jun 2007**
Systems Administrator   **NYC**

- Developed and implemented clustered filesystem solution that expanded research computing resources by 40%
- Architected & maintained backup and recovery systems ensuring 99.9% data availability for critical research projects
- Collaborated with faculty to translate research requirements into technical specifications
- Provided technical support and training to research staff & students, improving system utilization

EDUCATION

Master of Fine Arts - MFA in Game Systems Design
Academy of Art University   Jun 2021 - Dec 2024

Bachelor of Science - BS in Information Systems, Marketing
NYU Stern School of Business   Sep 2004 - Jun 2007

AWARDS

Top 4 Finalist, NJTC CIO of the Year 2013   Feb 2013
New Jersey Technology Council

PROJECTS

Shop / Relationship Mgmt Sim   Feb 2025 - Present
Developing a shop/relationship management sim (think Potionomics) in conjunction with
ToastArcade. Focus is on scope control, simple yet addicting systems, and emotional storylines to
engage the player.

FPS Crafter   Jan 2025 - Present
Developing a first-person explorer/crafter game (think Satisfactory) using Unity DOTS / ECS and
data-oriented design principles; focus on systems design, extensibility, and scalability.

Autonomous Odyssey   Feb 2023 - Feb 2025
Story-driven 2D Metroidvania with unique locations, varied enemies and a lovable robot
protagonist. Demo released on Steam in February 2025 with an accompanying Kickstarter
campaign.

Terrorformer TD   Apr 2023 - Dec 2024
Tower Defense roguelite where the map changes each round -- but the player also gets
terraforming tools to shape it. Released on Steam in Sept. 2024 (along with 3 additional patches
that year).

SKILLS

Languages	Frameworks & Platforms	Tools	Methodologies
• Bash	• ASP.NET	• Asana	• Agile/Scrum
• C#	• Docker	• ClickUp	• Data-Driven Development
• CSS	• EmberJS	• Figma	• Kanban
• GDScript	• Hyper-V	• Git	• OKRs
• JavaScript	• IIS	• Jira	• User-Centered Design
• JSON	• jQuery	• Notion	
• PHP	• Unity	• Perforce	
• Powershell	• unRAID	• PlasticSCM	
• Python	• Xamarin	• Rider	
• SQL		• Trello	
• XML			