TJ Cioffe

Brooklyn, NY • Portfolio: onewinter.net • LinkedIn: linkedin.com/in/tjcioffe

Target Role: Lecturer / Professor (Computer Science, Game Design, Game Programming)

SUMMARY

Faculty candidate with an MFA in Game Systems Design and 15+ years leading software engineering, architecture, and product delivery across enterprise and games. Experienced mentoring mixed-skill teams through code reviews, documentation, and studio-style production workflows. Teaching interests include game systems design, Unity/C# gameplay programming, DOTS/ECS, AI behaviors, UI systems, unit testing, performance optimization, and professional practice (scope, iteration, shipping). Practice-based thesis culminated in a published Steam game (Terrorformer TD).

HIGHLIGHTED QUALIFICATIONS / SKILLS

Unity, C#, Python, PHP, CSS, web / application development, gameplay programming, systems design, technical design, DOTS, ECS, data-oriented design, performance tuning, profiling / optimization, AI behaviors, UI systems, UX, industry experience, progressive difficulty scaling, team leadership, mentoring, procedural generation, project ownership, unit testing, build automation, production pipelines, grayboxing, rapid iteration, Data Structures & Algorithms (DSA), Agile, Kanban, Trello, Jira, Git, Perforce, PlasticSCM, VS Code / Visual Studio, Rider, Figma, Notion, Excalidraw, Miro, Penpot, ClickUp, Mediawiki, Blender, Maya, Affinity, Adobe CS, Asana

WORK EXPERIENCE

onewinter games — Owner / Developer | Brooklyn, NY | Jun 2021 – Present

- Solo studio shipping on Steam and mobile; provides Unity development, code integration/review, and mentoring/project leadership.
- Shipped products on iOS App Store, Google Play, and Steam (PC/Mac/Linux); owned planning, implementation, release, and post-launch.
- Built maintainable, extensible systems with standards/documentation; used analytics + user feedback to drive iterative improvements.

SunOracle Games — Senior Lead Developer | Feb 2023 – Mar 2025

- Led a 15+ person cross-discipline team to deliver a professional Unity demo on schedule.
- Set technical architecture/coding standards; implemented enemy AI behaviors, UI systems, and performance improvements.
- Mentored junior staff through structured code reviews, documentation, and coaching.

Selected Prior Industry Leadership (condensed):

- *BenefitPerx (CIO, 2016–2017): C#, ASP.NET, MSSQL; data integrations; disaster recovery planning/testing.*
- *Compensation Solutions (CIO, 2007–2015): led 12-person team; SQL optimization (2 days → 2 hours); server consolidation (20+ → 3).*
- *NYU Stern Center for Research Computing (Systems Admin, 2005–2007): clustered filesystem; backup/recovery (99.9% availability)*

PORTFOLIO

- **Terrorformer TD (Unity/C#)**: Steam (Sept 2024): 8,000+ wishlists; multiple patches shipped in 2024.
- **Autonomous Odyssey**: Steam (Feb 2025): shipped demo timed to coincide with Kickstarter campaign.

EDUCATION

- MFA, Game Systems Design — Academy of Art University (2021 - 2024): *Thesis -> Terrorformer TD*
- BS, Information Systems & Marketing — NYU Stern School of Business (2004 - 2007)

AWARDS

Top 4 Finalist, NJTC CIO of the Year (2013)