

TJ Cioffe

Brooklyn, NY • Portfolio: onewinter.net • LinkedIn: [linkedin.com/in/tjcioffe](https://www.linkedin.com/in/tjcioffe)

Target Role: Game Programmer / Technical Designer (Unity, Systems, Enemy AI, UI, DOTS/ECS)

SUMMARY

Unity programmer and systems-focused technical designer with shipped Steam/mobile work and 15+ years broader software engineering leadership. Strengths include gameplay/system architecture, AI behaviors, UI systems, performance optimization, Unity DOTS/ECS, rapid prototyping, and player-centered iteration. Extensive experience improving FTUE, retention, and monetization flows across games and web/apps. Learned to count by collecting rupees in Zelda.

HIGHLIGHTED TECHNOLOGY / SKILLS

Unity, C#, Python, PHP, gameplay programming, systems design, technical design, DOTS, ECS, Latios Framework, data-oriented design, performance tuning, profiling / optimization, AI behaviors, controller support / remapping, save / load / serialization systems, procedural generation, progressive difficulty scaling, UI systems, menus / settings UX, onboarding / FTUE, retention / monetization, unit / NUnit testing, build automation / custom tooling, grayboxing, rapid iteration, Agile, Kanban, Trello, Jira, Git, Perforce, PlasticSCM, VS Code/Visual Studio, Rider, Figma, Notion, Excalidraw, Miro, Penpot, ClickUp, Blender, Maya, Affinity, Adobe CS, Asana

RELEVANT 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.
- Terrorformer TD (Unity/C#) — developed over 15 months; Steam release Sept 2024; 8,000+ wishlists; multiple patches shipped in 2024.
- 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 dev/design/tech art via code reviews, screen-sharing, and documentation; ran Agile + Kanban (Trello).

Previous / Other: Cioffe Enterprises Inc, Chief Operating Officer (2018-Present) • BenefitPERx, Chief Information Officer (2016-2017) • Compensation Solutions, Chief Information Officer (2007-2015) • NYU Stern Research Computing, Systems Admin (2005-2007)

PROJECTS (PUBLIC / IN DEVELOPMENT)

- **Autonomous Odyssey:** 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.
- **Click Crafter:** Unity DOTS/ECS-powered cozy idle/incremental crafter. Expected 2026 demo & full release.
- **Shop/Relationship Sim (w/ ToastArcade):** scope-first management + relationship simulator with cozy elements.

EDUCATION

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

AWARDS

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