Michael T. Astolfi

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Related Experience

Founder / Game Designer & Developer

Star Penguin Games, New York, March 2015 - Present
Create engaging Unity-based games for iOS and Android devices.

Manager, Digital Strategies

Carnegie Corporation of New York, New York, Sept. 2015 - Present
Oversee digital communications tools, manage two separate teams performing ongoing development of new Carnegie.org website, manage development of Field Notes app, negotiate contracts, create budgets, coordinate with IT, and manage content assistants

Digital Strategies Producer

Carnegie Corporation of New York, New York, Dec. 2012 - Aug. 2015
Produced interactive microsites and mobile apps, analyzed and developed web analytics, designed and oversaw ongoing digital ad campaigns, discovered and advocated for emerging digital tools

Co-Founder / Game Designer & Developer

epicycle, New York, May 2011 - Present
Create multi-platform games, including the award-winning *BlindSide*

Junior Research Scientist / Developer

New York University, New York, Dec. 2013 - Sept. 2014
Developed a virtual environment and a battery of Unity-based tasks for a study investigating the effects of exercise on the brain. Created a system allowing Unity to communicate with an EEG via an Arduino Due

Education

Postbaccalaureate Program, Additional Coursework
Columbia University (New York, NY), Currently Enrolled

Master of Arts, The Design and Psychology of Video Games
New York University (New York, NY), May 2012

Bachelor of Arts, Evolutionary Psychology
Boston University (Boston, MA), May 2007

Notable Projects

Amazing Loot Grind

(iOS, Android), 2015

In this casual RPG, players tap to open a treasure chest in search of rare loot. More than a "clicker," but less than a full RPG, it's all the fun of opening the chest, without having to run the dungeon!

If a Tree Screams in the Forest...

(Oculus Rift), 2013

Players navigate an ominous forest path as they are stalked by a group of evil trees in this immersive virtual environment.

BlindSide

(iOS, PC, Mac), 2012

In this award-winning audio-only game, players use a unique gyro control scheme to explore a world they'll never see. The game simulates the experience of blindness, and provides an identical gameplay experience to both sighted and visually impaired gamers.

Skills

Production: Product Management, Digital Production, Agile Development, Digital Media

Development: Game Development, Mobile (Android, iOS), Unity, C#

Design: Game Design, Interaction Design, Experiential Design, UX/UI Design, Systems Design

Marketing: Google Analytics, Digital Marketing, Social Media Advertising (Facebook, Twitter)

Achievements

+ Won 2013 Games for Change Festival's Most Innovative Award for *BlindSide*
+ Appeared on MSNBC and was covered by *Wired*, *The New Yorker*, and many other media outlets for *BlindSide*
+ Ran successful Kickstarter campaign that doubled its funding goal
+ Gave TEDx Talk on *Evolutionary Game Design*, spoke at PAX East on Experiential Design in Educational Games