

Michael T. Astolfi

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Related Experience

User Experience Program Manager

Cognescent Corporation, New York, June 2016 - Present
Developing the user experience for a brain machine interface which reimagines user interactions with VR & AR environments

Founder / Game Designer & Developer

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

Co-Founder / Game Designer & Developer

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

Manager, Digital Strategies

Carnegie Corporation of New York, New York, Sept. 2015 – June 2016
Oversaw creation of apps and microsites, coordinated maintenance and development of Carnegie.org, negotiated vendor contracts, created budgets, and managed content assistants

Digital Strategies Producer

Carnegie Corporation of New York, New York, Dec. 2012 - Aug. 2015
Produced interactive microsites, designed Corporation's web analytics implementation, created large-scale social ad campaigns

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 system via an Arduino Due

Education

Postbaccalaureate Program, Additional Coursework

Columbia University (New York, NY), Jan. 2014 - June 2016

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

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

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! Over 100,000 downloads.*****

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)