

# 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)