

Timothy Tryzbiak

tim@tryzbiak.me

(407) 346-0491

Portfolio: ootii.com/Tryzbiak

SENIOR TECHNOLOGY LEADER

Accomplished, well-rounded, and technical leader offering more than 18 years of experience in defining strategic level goals, developing tactical plans for achieving those goals, and delivering results.

A pragmatic problem solver with experience in all aspects of game and software design, development, project management, and client management who is able to maintain a sense of humor under pressure.

- ◆ Departmental Management
- ◆ Product Strategy Development
- ◆ Solutions Design & Development
- ◆ Process Design & Development
- ◆ Game Concept & Design
- ◆ Game Architecture
- ◆ System Architecture
- ◆ Unity, C#, C++, SQL, etc.

EXPERIENCE

ootii, LLC

2011 – Present

Founded ootii as a small interactive entertainment company focusing on story driven games. Expanded offerings to include Unity based tools and consulting services to other game developers. Responsible for all aspects of design, development, and support.

- Grew 2015 revenues from \$35K to \$80K
- Released 2 games for Facebook and Android
- Released 9 highly rated tools for the Unity game engine
- Designed and developed Samsung Gear VR application

ootii Games

2012 - Present

Released Relic Ball in 2013 as a Facebook social game. Architected and coded a custom game engine using Adobe's ActionScript and a SQL Server back-end hosted on Microsoft Azure's cloud solution. Designed game mechanics and coordinated with artists to integrate assets. Peak usage was 30,000 monthly active users.

Released Quibbles late 2013 as a child-friendly casual game for Android. Architected and coded a custom game engine in C#. Designed game mechanics and directed artist in El Salvador. Reached 15,000 downloads on the Nook.

Currently working on Hallow's Deep. A 3rd person action-adventure game using the Unity3D game engine. Responsibilities include overall game story and game-play, designing core mechanics, programming, and managing 3rd party artists.

Unity3D Tools

2014 - Present

Designed, developed, and currently support multiple highly rated tools for the Unity game engine. Tools were developed for Unity3D in C# and are used by professionals and hobbyists around the world. Tools include character controllers, animation controllers, IK/FK bone controllers, advanced cameras, and messaging solutions. YouTube videos, documentation, and forum support has been key in supporting over 2,000 users.

Woofbert

2014 - 2015

Contracted to develop the initial version of Woofbert VR. Responsibilities included usability design, architecting for single-user as well as multi-user, fast prototyping based on shifting requirements, and

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mentoring 3rd party artists and developers. Built in Unity, Woofbert VR allowed users to explore museums and artwork using the Samsung Gear VR and Oculus Rift. Released in August 2015 to production team.

Channel Intelligence

2000 – 2010

Hired as employee #11 and helped grow the company to over 200 people and \$30M in revenue. As VP of Operations, managed 80+ employees at multiple locations.

VP of Operations

2007 - 2010

Directed team of 80+ employees that supported all business units and clients. Responsible for hiring, resource allocation, mentoring team members, and prioritizing projects of on-shore and off-shore teams. Established and directed the Operations Engineering team to develop technology that improved support of existing products, allowing us to increase efficiency and reduce costs.

- Reduced operational costs by 30% while supporting a growing client base
- Integrated a large interstate acquisition into Operations that included off-shore team members
- Introduced SharePoint and standardized processes and procedures
- Introduced and operationalized micro “Human Intelligence Tasks” to improve data quality

SellCast General Manager

2005 - 2007

Led diverse team of 25 software developers, product managers, data analysts, and support personnel in launching and growing the SellCast business unit. Responsible for SellCast revenues, resource allocation, and client satisfaction.

- Increased SellCast revenues from < \$1M to \$3M
- Expanded product offerings to support Google’s mandate for improved product attributes
- Scaled infrastructure and operational tools to meet growing data requirements

Program Manager

2003 - 2005

Architected and helped lead the development of Channel Intelligence’s core data processing engine responsible for managing daily product pricing from major retailers. Implemented a modular design using Microsoft .Net to allow for scaling up and out.

- Architected and developed key components of the overall solution
- Provided updates and visibility to executive team members
- Coordinated with customers in onboarding and maintaining data feeds
- Awarded patent: Method and apparatus for creation and maintenance of data structure

Senior Developer

2000 - 2003

Created myList browser components, allowing users to save products found on the Internet into a ‘universal shopping list’. Responsible for research and development as directed by the leadership team.

- Worked directly with Microsoft on Internet-based profile initiative
- Awarded patent: Dynamic presentation of web content

Technology Solutions Company

1996 – 2000

Consulted for TSC across an array of clients. Responsible for evaluating client requirements, architecting solutions, and developing those solutions.

Principal

1998 - 2000

Led teams that included both TSC personnel as well as client personnel in delivering CRM solutions.

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- Developed solutions for Bausch & Lomb, National Life of Vermont, Barnett Bank, etc.
- Double-promoted to Principal, skipping 'Senior Consultant'

Associate Consultant, Consultant

1996 - 1998

Developed client-server based CRM solutions using Microsoft Visual Basic and Vantive.

US Army - Sergeant

1988 – 1992

Served as an Intelligence Analyst responsible for supporting the brigade level S2 that analyzed intelligence and provided commanders with an assessment of the enemy situation.

- Promoted to Sergeant in 3 years (typically takes 4 to 6 years)
- Awarded medal for predicting enemy weapons caches during Operation Just Cause

EDUCATION

University of Central Florida (FIEA), Master's in Interactive Entertainment

2010 - 2011

Florida State University, Bachelor's in Computer Science (minors: Math, Physics)

1992 – 1996

ADDITIONAL INFORMATION

Skills

Methodologies	Agile / Scrum, Waterfall, RAD
Application/Cloud Servers	Microsoft Azure, ASP.Net, ASP, ColdFusion, AWS
Languages	C#, C++, Java, ActionScript, VB.Net, HTML, JavaScript, Assembly, SQL
Development Tools	Visual Studio, Eclipse, MonoDevelop, Perforce
Databases	SQL Server, MySQL, Access
Game Engines	Unity, Unreal, Crytek
Production Tools	Maya, 3DSMax, Motion Builder, Photoshop, Illustrator, Premier Pro

Patents

Method and apparatus for creation and maintenance of database structure

Publication number: [US7885982](#)

Dynamic presentation of web content

Publication number: [US8938478](#)