



CONTACT

 +56999177465

 jtcofre@msn.com

 [linkedin.com/in/jtcofre/](https://www.linkedin.com/in/jtcofre/)

 [Video Portfolio](#)

 <https://jtcofre.com/>

CREDITS

M&Ms ADVENTURE
GEAR INC.

June 2020 - Ongoing

[THE SIGNIFIER](#)

PLAYMESTUDIO

March 2019 - October 2020

RED CRIMES

GAMAGA

July 2016 - September 2018

[OPERATE NOW: HOSPITAL](#)

GAMAGA

November 2015 - December 2017

[BANANA KONG](#)

GAMAGA

August 2015 - November 2015

EDUCATION

ACCESSIBILITY UX
FUNDAMENTALS

Deque University
2021

APPLICATION ANALYST
DEVELOPER

Instituto La Araucana
2018

BACHELOR OF SCIENCE
VIDEOGAME DESIGN

Instituto Profesional Arcos
2012

AWARDS & ACHIEVEMENTS

IGDA NEXT-GEN LEADERS

Scholarship GDC 2019 - 2020

CORFO

Fondo Audiovisual para proyectos unitarios 2018

EXTRA CREDITS

TEACHER

Became a college teacher while studying the degree, as professors recommended me.

GLOBAL GAME JAM

Organized first GGJ site in Chile

TOMAS COFRE

8+ years' experience as a game designer
building nuanced systems and worlds.

I have developed 4 games shipped for mobile, console, and PC with over 200M downloads. Experienced leader, teacher, and big picture thinker. Details matter to me.

GAME DESIGN

- **Shaped pitching processes**, incorporating creative guidelines and research to produce core loops and narrative overviews in several projects, landing over seven development contracts.
- Designed several core systems in the projects I took part of, including **main gameplay, Meta systems, FTUEs, narrative systems, stores and more!**
- Formulated **development documents** for the complete process of the game ranging from high level to in-depth spec documents, garnering praise for effectively communicating with the whole team thanks to their clarity.
- **Headed LiveOps cycles**, impacting ad revenue, funnel and retention metrics through close collaboration with **data scientists**.
- Experienced **game writer**, having authored overarching plots, character arcs, dialogue, and world lore.
- **Conducted extensive research** to ensure coherence of the facts presented to players in an effort to subdue dissonance and positively affect **engagement** and **retention**.

PIPELINE DEVELOPMENT & PROTOTYPING

- **Mastered proprietary tools**, creating and/or updating production pipelines when needed to fully benefit from them.
- Leveraged internal and external development and analysis tools, from Gamesparks, Amplitude and Tableau, to in-house backend solutions.
- Championed **Source Control** and **Repository** use, leading the team on its usage and best practices.
- As a part of small fireteams I have **built diverse prototypes** to clarify complex system possibilities to management and the rest of the team.
- Designed and conducted **play-test sessions** to acquire early usage data, which was in turn analyzed to improve projects' overall quality.
- Constructed **functional prototypes** in Unreal Engine, Unity, Ogre3d, Flash and even Blender Game Engine.
- Familiar with: Python, C#, SQL, Blueprints.

LEADERSHIP & COLLABORATION

- **Reduced validation time** and coordinated one-on-one meetings to ensure smooth communication and greater visibility between my team and our client.
- Efficiently set up **rapport** both with my design team as well as my fellow leads, enabling off-site work.
- **Refined founding pillars** to produce videogames that reflected the development ideals of my teams, **incorporating** each studios' signature.
- As a **college teacher**, I mentored and taught hundreds of students some of the formal tools of game design, guided them through practicing their quick-prototyping skills, and perfected their communication abilities.
- **Guest lecturer** in different establishments and events on the topics of game