

Benjamin Hoffman

Current : 703-1 Park Point Drive,
Rochester, NY 14623

(610) 312-6700
bah8892@rit.edu
<http://benhoffman.tech>

Permanent: 214 Bayberry Drive
Limerick, PA 19468

Education

- Rochester Institute of Technology, Rochester, NY - B.S. in Game Design and Development
- Expected graduation 2019
- GPA - 3.5

Work Experience

- Junior Developer Co-Op for Workinman Interactive LLC (May 2017 - August 2017)
 - Work under senior developers to create cross platform desktop and mobile games
 - Collaborate with teams of artists and designers to iterate on multiple projects quickly
 - Worked on *SpongeBob's Next Big Adventure (Available on www.nick.com)*, specifically on the questing, inventory, and leveling content
- Interactive Data Visualization Co-Op with Prof. David Schwartz and Prof. Bill Stackpole (Jan. 2017 - May 2017)
 - Represent the devices and netflow traffic from data that is captured by tools such as Bro, Snort, and Packetbeat
 - Configure backend using Elasticsearch to output JSON files that I can request from Unity via HTTP
 - Use the Unity game engine to represent the network data in a new and unique way
 - This project is completely open-source, and can be accessed at <http://ergowitness.info>
- Entrepreneur (2014-2016)
 - Throughout high school I initiated and maintained a landscaping business.

Skills

Languages: C/C++, C#, HTML5 and CSS, Javascript, Haxe, NodeJS

Operating Systems: Windows 7 and up, Ubuntu, CentOS 7, Mac OS X, Android

Software Experience: Visual Studio, Git, Unity, Monogame, VMWare Workstation, Elasticsearch, Jenkins, SQLite

Personal Projects

- **Aurum Kings (Solo)** - A competitive arena game where the goal is to become the richest king in the land! Created in Unity using C# scripting. The game has been featured at the Rochester Mini Maker Faire, and will be shipping on Steam in the Summer of 2018. A development log and build is available at <https://bullhorngames.com>
- **Error Reporting with Elastic Stack for Unity (Solo)** - C# script that formats any error or warning from Unity, and ships the information to an Elasticsearch server. This allows for quick and efficient custom error reporting with the power of the Elastic Stack for visualization and analytics. This tool can be customized to send whatever data that you want, not just errors. Available at https://github.com/benjafriend/ELK_ErrorReports_Unity
- **Black Hole Game (Team role: Programming Lead)** - Created for a game jam with a space theme, this is a 2D Competitive Shooter where players use the gravitational pull of black holes that they place to destroy their enemies! Available to play at <https://benjafriend.itch.io/black-hole-game>

Clubs/Organizations

- President, RIT Game Development Club (2017 - current)
- ROC Game Dev (<http://rocgamedev.com/>) - Member (2017 - current)
- IGDA Academic Chapter at RIT - Founder (2017-current)