

# Benjamin Hoffman

---

## Education

- Rochester Institute of Technology, Rochester, NY - B.S. in Game Design and Development
- Expected graduation May 2019
- GPA - 3.27

## 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
  - Develop gameplay and systems tools for a cross platform title
- 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++, Java, HTML5 and CSS, Javascript, Haxe

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

**Software Experience:** Unity, Visual Studio, Git, Monogame, VMWare Workstation, Android Studio, Elastic Stack

## Personal Projects

- **Cubicle** (*Solo*) - Mobile tower defense game where over time the player can place different walls and traps ("Cubicle" on the Google Play Store). A development log is available at <http://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 Elastic Stack server. Allows for quick and efficient custom error reporting with the power of Elastic Stack visualization and analytics
- **Black Hole Game** (*Team role: Programming Lead*) - 2D Competitive Shooter where players use the gravitational pull of black holes that they place to destroy their enemies!
- **Magic Beats** (*Team*)- 30 hour game jam title for the Oculus touch controllers that uses procedural sounds to generate turrets that shoot at the player.
- **Lumineer** (*Solo*) - 48 hour game jam; 2D platformer where the goal is to escape a cave before your flashlight battery runs out!
- **Ship Shooter** (*Solo*) - 2D shoot em' up game on the Google Play Store ("Ship Shooter - Ben Hoffman" on the Google Play Store)

## Clubs/Organizations

- Vice President, RIT Game Development Club (2017 - current)