

Benjamin Hoffman

Education

- Rochester Institute of Technology, Rochester, NY - B.S. in Game Design and Development
- Expected graduation May 2019
- GPA - 3.38

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
 - 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>

Skills

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

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

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

Personal Projects

- **Aurum Kings** (*Lead Dev*) - A competitive arena game where the players fight for control of the crown. Created in Unity using C# scripting. A development blog and build is available at <https://bullhorngames.com>
- **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 <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 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.
- **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)
- ROC Game Dev (<http://rocgamedev.com>) - Member (2017 - current)