

Ben Hoffman

<https://benhoffman.tech>

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Skills

Languages: C/C++, C#, JavaScript, Haxe

Engines/Libraries: Unity, Unreal Engine, DirectX 11, NodeJS, ImGui, PlayStation 4 SDK

Tools: Visual Studio, Git, Perforce, Jenkins, Elasticsearch, Packetbeat, Docker, CMake, Jira

Work Experience

Full Time Employment

- **Gameplay Programmer Intern** at Epic Games (May 2019 - August 2019)
 - Work alongside a team of senior engineers to improve the Unreal Engine gameplay framework
 - Make various optimizations to the *Fortnite*, specifically towards improving startup time
- **Founder and Lead Developer** of Bull Horn Games LLC (August 2017 - Current)
 - Develop and design *Aurum Kings* in Unity (C#) available at <https://bullhorngames.com/>
 - Steamworks Services integration, gameplay programming, Twitch Integration, and more
 - Remote contract work in Unreal Engine (C++ and Blueprints) and Unity
- **Junior Developer Co-Op** for Workinman Interactive LLC (May 2017 - August 2017)
 - Collaborated with teams of artists and designers to iterate on multiple projects quickly
 - Developed *SpongeBob's Next Big Adventure*, specifically on questing, inventory, and leveling content
- **Interactive Data Visualization Co-Op** for RIT Dept. of Computing Security (January 2017 - May 2017)
 - Utilized Unity to represent devices and netflow traffic captured by tools such as Bro, Snort, and Packetbeat
 - Configured Elasticsearch to integrate with Unity via HTTP GET and POST requests
 - Available at <http://ergowitness.info>

Hourly Employment

- **Teaching Assistant** for RIT (August 2018 - Current)
 - Aid students in an intro C++ course with topics such as memory management, the STL, and threading
 - Assist students in a foundations of game programming course in C# with core OOP concepts
 - Grade assignments, guide students through issues, and host tutoring/review sessions

Personal Projects

- **Games for People with Phones and Friends** (Network Programmer, May 2018)
 - Online game where the players can use a web client to interface with Android devices to play
 - Use Photon PUN to setup the replication of gameplay logic.
 - Available at <https://benjafriend.itch.io/gfppnf>
- **Multi-Threaded Voxel Engine** (Engine Programmer, August 2018 - Dec. 2018)
 - An engine with a focus on data parallelization while bringing a new look to voxel worlds
 - Develop the job system, configure continuous integration with Jenkins, and develop tools
 - Plan for cross-platform potential with the PlayStation 4 SDK

Education

Rochester Institute of Technology

Bachelor of Science in Game Design and Development

3.52 GPA

Expected December 2019

Organizations

- **President** of RIT Game Development Club (2017 - 2019)
 - Present weekly on game development topics, create demos in Unity, and organize game jams
- **Founder** of IGDA Academic Chapter at RIT (2017 - Current)
 - Organize meetings, create a community where students can network with other IGDA members