

# Ben Hoffman

<https://benhoffman.tech>

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## Skills

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

**Engines/Libraries:** Unity, Unreal Engine, DirectX 11, NodeJS, ImGui

**Tools:** Visual Studio, Git, Jenkins, Elasticsearch, Packetbeat, Docker, CMake

## Work Experience

### Full Time Employment

- **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
  - 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 - Current)
  - 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

3.50 GPA

*Expected December 2019*

## Organizations

- **President** of RIT Game Development Club (2017 - Current)
  - 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
- **Member** of ROC Game Dev (<http://rocgameudev.com/>) (2017 - Current)