

Eric Hoffmann

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Education

Bachelor of Science, Computer Engineering

University of Maryland at College Park

A. James Clark School of Engineering

ACES Cybersecurity Honors Citation

Expected: May 2020

Current GPA: 3.414

2x Dean's List

Expected: May 2018

Activities

Maryland UAS - AUVSI SUAS Competition Team

February 2018 – Present

- Designed and created autonomous fixed wing drone with sensing capabilities
- Worked with vision team to identify visual markers using Python with OpenCV
- Developed manual object classification GUI using Tkinter
- Helped communications team to create image downlink using ROS

Leidos Software Engineering Internship

June 2017 – August 2017

- Collaborated with another intern to create a serverless RESTful web application in JavaScript
- Utilized Amazon Web Services (Lambda, API Gateway, S3), Angularjs, and Nodejs
- Implemented document (docx, pdf, xlsx) and database (DynamoDB) parsing and search

Designing, Building, and Flying Quadcopter Drones

Summer 2015 – Present

- Modeled custom 3D printed quadcopter frame using Autodesk Inventor
- Diagramed, wired, and soldered connections between electrical components

ACES Cybersecurity Honeypot Project [School Project]

January 2017 – May 2017

- Designed and operated Linux honeypot to collect data on attackers
- Created bash and Python scripts to automate management of honeypot

Parsons-ACES CTF competition, 2nd Place

February 10, 2017

- Worked as a team of three to solve various computer/cryptography related puzzles
- Used Wireshark to analyze packet capture files

Autonomous Over Sand Vehicle (OSV) [School Project]

September 2016 – December 2016

- Worked with a team to design a four wheeled autonomous rover
- Successfully navigated a sandbox with obstacles, found a flame, and extinguished it
- Designed electrical layout and 3D printed components
- Wrote C++ Arduino code needed to operate motors and sensors

C++ Video Game Design

~Spring 2015

- Utilized Allegro 4.2 game programming library to create multiple small games

Java *Minecraft* Video Game Modification

2011 – 2014

- Created Bukkit server framework plugins for easier server administration

Skills

- Programming Languages: C, C++, Java, Python, Javascript, HTML, CSS, Verilog
- Programs/Frameworks: Git, AWS, Angularjs, Nodejs, Microsoft Office Suite, Wireshark, Autodesk Inventor, PSpice
- Other Skills: Unix, Windows, circuit design, soldering, CAD modeling, website design
- Coursework: Discrete Math, Software Reverse Engineering, Digital Circuits, Signals, Particle and Wave Physics, Differential Equations, Calculus, Cybersecurity, Engineering Design