Eric Hoffmann

3017 White Beech Drive ▪ Harwood, MD 20776
443-223-5679 ▪ ehcomm1@gmail.com ▪ eric-hoffmann.github.io

Education

Bachelor of Science, Computer Engineering — Expected: May 2020
University of Maryland at College Park — Current GPA: 3.414
A. James Clark School of Engineering — 2x Dean's List
ACES Cybersecurity Honors Citation — Expected: May 2018

Activities

Maryland UAS - AUVSI SUAS Competition Team — January 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, Xilinx
- 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