Hal Hoffmeyer

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EDUCATION

University of Michigan | B.S.E. Computer Science | GPA: 3.98   May 2027
Coursework: Distributed Systems, Machine Learning, Web Systems, Computer Organization, Data Structures and Algorithms, Discrete Math, Introduction to Probability, Applied Linear Algebra, Statistics and Data Analysis
Awards: William J. Branstrom Freshman Prize awarded to the top 5% of the Freshman class

EXPERIENCE

Zeta Pi Tech Fraternity | **Full-Stack Web Developer**   June 2025 — Present
- Created ZProfile, a full-stack Next.js web app for 100+ users designed to streamline management and logistics.
- Implemented an attendance tracker and event creator integrated with Supabase using a custom dual list box component and React Hook Form.
- Built profile page allowing students to log course history by pulling course information from U-M API and writing custom multiselect component to store student course data into Supabase.
- Developed an interactive course directory by querying previously stored Supabase data and built logic for search, debounce, and filtering features using React hooks and PostgreSQL.
- Implemented a bug reporting system leveraging the GitHub REST API, automatically creating GitHub issues from user submissions to streamline bug tracking and improve response time.

VOID Tech | **Front-End Developer**   September 2024 — October 2025
- Developed a companion web app for a documentary, using Next.js to showcase dynamic music and videos dashboards, NextAuth.js for secure user authentication, AWS S3 for video storage, and Vercel for database.
- Led developer meetings to establish a unified Git workflow amongst team members and merge back-end with front-end components.

Kumon | **Tutor**   June 2023 — August 2024
- Provided online and in-person tutoring in math and English for K-12 students and graded homework.

PROJECTS

MapReduce | *Go*   January 2026
- Built a MapReduce framework in Go, implementing a manager to assign Map and Reduce tasks across workers via RPC. Maintained concurrency through Goroutines and channels and ensured synchronization with WaitGroup.

[**Minesweeper**](#) | *React, TypeScript, Tailwind*   December 2024
- Developed a Minesweeper game, integrating game logic (recursive flood-fill algorithms, mine placement validation, adjacency calculations) while handling state management and dynamic grid rendering with React components and event listeners in TypeScript for seamless user experience.

Assembly Simulator | *Assembly, C*   September 2025
- Developed a program in assembly that executes 16-bit integer multiplication using a custom algorithm, without the use of bit-shift and multiply instructions. Compiled and simulated with a separate C program.

[**Snake Game**](#) | *Java*   November 2024
- Developed a fully interactive Snake game in Java, featuring keyboard input handling, score history tracking, and difficulty level configuration.
- Engineered efficient game logic for object spawning, movement, and collision validation, ensuring objects never overlap with each other while dynamically adapting to the player's progress.

[**Pong Clock**](#) | *C, OpenGL, GLFW*   December 2024
- Developed a tongue-in-cheek, self-playing Pong game in C that displays a seven-segment display of current time, ball and paddle movement, collision detection, and trajectory calculation while rendering with GLFW and OpenGL.

Languages: C/C++, JavaScript/TypeScript, HTML/CSS, Go, Python, Java, SQL, R
Tools: React, Next.js, PostgreSQL, Tailwind CSS, NumPy, Git, Jira, Supabase, Vercel, Makefile, Vim, VS Code, IntelliJ
Certifications: N3 Japanese Language Proficiency Test