

Christopher Hoffman

Unreal Engine Animator & Indie Game Developer

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Profile

Innovative Unreal Engine Developer and CEO of MC Designs, specializing in game development, real-time 3D animation, procedural world-building, AI-driven interactions, and immersive storytelling. Skilled in designing and optimizing gameplay mechanics, physics simulations, cinematic sequences, and interactive environments. Adept at leveraging Unreal Engine Blueprints, Control Rigs, VFX, AI behavior trees, and shader programming (HLSL) to create engaging, high-performance gaming experiences. Passionate about pushing technical boundaries and advancing real-time rendering, animation pipelines, and AI integration within the gaming industry.

Skills

- Game Development: Advanced Unreal Engine proficiency in Blueprints, Sequencer, Control Rigs, AI, Shader Programming, and Particle Effects.
- 3D Modeling & Animation: Skilled in Blender (Eevee/Cycles), iClone, and Character Creator for creating optimized game assets.
- Programming: Experienced in C, C++, and scripting languages like JavaScript, HTML, and CSS.
- AI Integration: Leveraged tools like ChatGPT for narrative generation, optimization, and workflows.
- Video Editing: Proficient in Adobe Premiere, Movavi, Audacity, and GIMP for multimedia production.

Experience

MC Designs Multimedia Products | Pittsburgh, PA

Owner, Unreal Engine Animator & Game Developer | Jan 2018 – Present

- Designed and animated characters and environments using Unreal Engine, Blender, and iClone.
- Developed gameplay systems and interactive blueprints for AI, character movement, and camera dynamics.
- Produced YouTube tutorials on game development and 3D workflows, growing audience engagement.
- Managed hardware projects, integrating Arduino and Elgato setups for creative installations.
- Designed interactive environments for *EDEN*, showcasing advanced foliage, lighting, and gameplay.