

# Zachary T. Hoffman

(610) 507-7219 | [zachhoffman@ymail.com](mailto:zachhoffman@ymail.com) | [zthoffman.com](http://zthoffman.com) | [linkedin.com/in/zthoffman](https://linkedin.com/in/zthoffman) | [github.com/zthoffman21](https://github.com/zthoffman21)

## Education

**Liberty University: B.S. Software Engineering, Mathematics Minor**

Lynchburg, VA

**GPA: 4.0**

Aug. 2022-May 2026

*Relevant classes:* Data Structures and Algorithms, Advanced C++, Discrete Math, Calculus III, Matrix and Linear Algebra, Database Design and Management

## Projects

### Machine Learning Racing Simulation

Oct. 2024

*Repo:* `Machine_Learning_Racing_Simulation`

- Engineered a machine learning model using **NEAT (NeuroEvolution of Augmenting Topologies)** to optimize vehicle behavior, achieving **96%** of the fastest lap time in under **25** generations
- Built a robust **custom physics engine** that models **10** key vehicle dynamics (e.g., wheelbase, traction, downforce) to accurately simulate real-world driving conditions and improve race performance
- Developed an interactive simulation using Pygame and Tkinter, enabling real-time track creation, vehicle adjustments, and live **AI performance visualization** to showcase dynamic optimization results

### Personal Portfolio Website

Sept. 2024

*Repo:* `zthoffman.com`

- Designed and built a responsive personal website from the ground up using **HTML**, **CSS**, and **JavaScript**, ensuring cross-device compatibility and high performance
- Deployed using **Cloudflare**, optimizing for fast loading times, and achieved a perfect **100/100** score for SEO and performance on multiple key pages.

### Pawn's Revenge (Object-Oriented Game Development)

April 2023

*Repo:* `Pawns-Revenge-Python`

- Developed a modular, event-driven system implementing advanced object-oriented programming to manage **10+** interacting game entities, showcasing responsive input handling and system design
- Designed **custom physics** and **AI behaviors** for game entities, demonstrating complex problem-solving in dynamic systems similar to real-world robotics control algorithms

## Experience

### Liberty University

Lynchburg, VA

*Competitive Programming Club*

Aug. 2022- Present

- Placed **2nd** in the **2023 ACM ICPC Div. II Mid-Atlantic Region**, utilizing algorithms such as dynamic programming, greedy algorithms, and graph traversal (DFS/BFS)
- Collaborated in a team environment to solve advanced algorithmic challenges under timed conditions

### French Creek Golf Club

Elverson, PA

*Bagroom Attendant*

Aug. 2020- Aug. 2024

- Led a team of **5** employees, utilizing **communication** and **leadership** skills to maintain smooth daily operations, delivering high-quality **customer service** to **100+** golfers daily, ensuring prompt assistance and issue resolution

**Languages:** Python, C++, Java, SQL, JavaScript, CSS, HTML, 6502 Assembly

**Frameworks/Tools:** NEAT-Python, Git, Docker, MongoDB, Azure, Arduino

**Software:** Linux, SQL Server Management Studio, Mathematica, Fusion360, ER Assistant