

Charlie Hoffmann

Contact

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charlieh.us

Education

Pursuing
B.S. Computer Science
B.S. Applied Mathematics
Bemidji State University, 2020
GPA 3.08/4

Programming

Java, Javascript, C, C#, Python,
HTML/CSS, SQL

Tools

Git, Unity, Visual Studio, Entity
Framework, Photoshop,
Illustrator

Courses

Object Oriented Programming
Data Structures and Algorithms
Event-Driven Programming in a
Windows Environment
Data Communications and
Networks
Assembly Language
Programming

Experience

Deublin Company Waukegan, IL May 2018 - August 2018
Software Development Intern

- Web application development for a company-wide database access application
- Developed and deployed API's for use with the application

Bemidji State IT Bemidji, MN December 2017 - Current
Computer Support Technician

- Worked directly under the SysAdmin to Upkeep the infrastructure of the system
- Reimaged and formatted systems that need it, While maintaining their places in the directory

Camp Weequahic Lakewood, PA June - August 2017
Counselor and Sailing Instructor

- Provided supervision and direction of activities and programs for 14 kids daily
 - Taught and tutored the children through the educational programs, activities and projects.
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Projects

Procedural Terrain January-August 2017
WebGL and P5.js

- Created a procedurally generated terrain visualizer in javascript using perlin noise
- <https://github.com/CharlieHoffmann/ProceduralGeneration>

ZeZe January-Current 2018
A 3D action RPG

- Designed and programmed game logic in C# using unity
- Created Scripts in C# for Character movement, Environment interactions, NPC AI and more
- <http://www.charlieh.us/V0.2.zip>