

Charlie Hoffmann

Contact

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charlieh.us

Education

B.S. in Computer Science
B.S in Applied Mathematics
Bemidji State University, 2020
GPA 3.58/4

Programming

Java, C++, C#, Python,
HTML/CSS

Tools

Photoshop, Illustrator, Unity, Git,
Maya

Courses

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

Experience

Deublin Company Waukegan, IL May 2018 - August 2018

Software Development Intern

- Front end 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

- Diagnose, troubleshoot, and resolve a range of software and hardware issues
- Reimage and format 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

ZeZe January-Current 2019

An in progress 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
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