

ALEX HOFFMAN

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Summary of Qualifications

- 8+ years writing adaptable code for consumer and personal use
- Decidedly motivated and self-driven to learn new systems
- Drives thoughtful and creative approaches in challenging situations to achieve the best results

Skills

Proficiencies: Unreal Engine 4, Source Control in Perforce and GitHub, Lua

Languages: C / C++, Lua, Unreal Engine Blueprints and Kismet, familiar with Python, SQL, and Java

Programs: Microsoft Visual Studio, Cinema 4D, Autodesk Maya, Adobe Photoshop & Illustrator, Adobe After Effects, Sublime Text, familiar with Amazon AWS & S3, Autodesk 3DS Max, Hammer Editor, SolidWorks, Eclipse

Professional Experience

2019 **Programmer – Game Internship**

Moorpark College, CA

- Developed an Unreal Engine tutorial series plugin which instructs game design students to easily implement systems such as menus and items into their games using the embedded editor.

2018-19 **Booth Presenter, Game Design – Maker Faire**

Moorpark College, CA

- Represented the Moorpark College Game Design Program at the Maker Faire, showcasing games that were created over the course of the semester. I was also tasked with introducing potential students to the program by demonstrating materials, explaining the curriculum and answering questions.

2014-17 **Server Owner – HoffGaming GMod**

Garry's Mod, Steam

- Owned and operated a community of over 250 recurring players
- Oversaw ~10 staff members: moderators and admins
- Programmed custom Lua content that was unique to the server

2013-17 **Programmer - Steam Workshop**

Garry's Mod, Steam

- Developed 10+ Garry's Mod add-ons downloadable worldwide
- Accumulated 5million+ unique downloads altogether
- Add-ons showcased by popular YouTubers with 20million+ subscribers, and implemented on various Garry's Mod game servers

Education

Moorpark College A.S in Game Design - Expected graduation: Fall 2020

Film & Television coursework - Moorpark College and New York Film Academy, 2013-17