

Charlie Hoffmann

Contact

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charlieh.us

Education

B.S. Computer Science
& Minor in Applied Mathematics
Bemidji State University

Programming

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

Tools

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

Courses

Object Oriented Programming

Data Structures and Algorithms

Programming in C

Data Communications and
Networks

Game Development

Discrete Mathematics

Experience

Zurich North America Schaumburg, IL June - August 2019
Systems Analyst Intern

- Collect data on the entire lifecycle of the development process for proprietary applications.
- Create operational models using that data, to be used as a guideline for all future projects.

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

- Created ASP .Net web application using Infragistics components.
- Pulled large data sets from RESTful WebAPI to be parsed then passed to the application.

Bemidji State University Bemidji, MN December 2017 - Current
Computer Support Technician/Helpdesk

- Technician: Debugged or Re-imaged systems that need it, While maintaining their places in the directory.
 - Helpdesk: Operated Helpdesk at the campus library, assisted students and staff with any technical issues.
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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.
- <http://www.charlieh.us/ProceduralTerrain.html>

Error Unknown January-August 2019
A 3D endless runner mobile game

- Designed and developed game to completion using Unity3d.
 - Created Scripts in C# for Player movement, level generation and environment interaction.
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