

CHRISTOPHER HOFFMAN

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github.com/chr1snv

Work Experience

ItemFactoryStudio June 2014 – February 2015 Jan 2012 – Jun 2012

Mobile / Web / Game Software Development

- Unity based game development, Android app development
- Web development using PHP / SQL
- iOS development using C++, Open GL ES, and Objective-C
- Blender python API scripting

Trigger Happy / NuContext October 2012 – January 2017

iOS / Android Software Developer

- Shipped two iOS/Android titles Escape From Doom and Pop Royale as sole Unity C# and GLSL shader developer
- Prime31, Tapjoy, AdColony, and Google AdMob Unity plugin integration
- Native iOS Objective-C Cocos2d UI and animation, and Game Center Network programming

2K West | Northridge, CA June 2012 – October 2012

Software QA Tester

- Q/A Tested multi platform titles
- Generated repro steps and entered bugs into bug database
- Regressed previously found bugs

Northrop Grumman | Woodland Hills, CA - Summer 2010

Software Engineering Intern

- C++ GTK+ programming for navigation equipment test software (30k LOC port)
- OS/2 StarWin GUI interface port to platform independent GTK+ code (three person team)

Palos Verdes Art Center 2006 – 2011

Part Time - Gallery Worker & Art Installer

- Installed original artwork
- painted art galleries

JK-Electronics 2009 – 2010

Computer Science Intern

JK-Electronics is a engineering company that develops custom hardware solutions

- Developed a Windows Kernel mode driver
- Ported micro-controller code

SSU Shipping & Receiving 2008

Campus Carrier and SSU Receiving Clerk

- Sorted packages
- Delivered packages

Tutor Sonoma State University – Tutoring Center Spring 2008

- undergraduate cs course material to students
- Helped motivate students to learn more about Computer Science

Education

- CS Grad Student UCLA
- B.S. in Computer Science, California State University Long Beach