



CHRISTOPHER HOFFMAN

chr1snv@gmail.com

<http://itemfactorystudio.com/portfolio>

<https://linkedin.com/in/christopher-hoffman-228693169>

Work Experience

JK-Electronics | Torrance, CA | 2018 - 2019 , 2009 – 2010, 2019-2023

JK-Electronics is a engineering company that develops custom hardware solutions
Computer Engineer (combination of electrical engineering (pcb level circuit design) and
computer programming (embedded system programming))

Experience with Altium design software

- Schematic capture, PCB design, layout, silkscreen labeling,

- Bill of materials and design file generation

- Rs232, rs422, rs485, canbus, spi, i2c, dvi tmds, ethernet and

- high speed/frequency differential trace layout and routing

- reading datasheets of components

Testing of Micro controller based Printed Circuit boards

Documentation of Test procedures for board power supply, peripheral functionality and
Software

In circuit Testing using multimeter and Oscilloscope

Surface mount component soldering

Web app interface design and programming

Android app programming

C# windows forms gui interface programming

Windows Kernel mode virtual input device driver development

Porting of micro-controller code to newer compiler and chip revisions

ItemFactoryStudio | June 2014 – February 2015, Jan 2012 – Jun 2012

ItemFactoryStudio is a brand I created for self authored content
Mobile / Web / Game Software Developer

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

The Famous Group / Vixi | Culver City, CA | 2019
Unity 3d programmer

Music festival event schedule signage showing at what time which artists and events were on different stages
football stadium camera snapchat like face filters and overlays

Collision Studios / Blubox | Santa Monica, CA | 2019
iOS objective c programmer

Contributed to programming/code base of licenced franchise mobile game apps and game idea discussions

Fluxergy | Irvine, CA | 2018-2019
programmer

Worked on user interface and runtime software for pcr based
(dna polymerase amplification of sequences unique/characteristic of a condition)
diagnostic machine for point of care disease diagnosis

Trigger Happy / Umbrella Games / NuContext | West Hollywood, CA | October 2012 – January 2017
Trigger Happy is now part of NuContext
iOS / Android Software Developer

Wrote gameplay code for Down the Mountain and other prototype games
Shipped two iOS/Android titles Escape From Doom and Pop Royale
as lead/sole Unity C# and GLSL shader developer
integrated plugins into Unity apps Prime31, Tapjoy, AdColony, and Google AdMob
coded games in Native iOS Objective-C with Cocos2d UI and animation
and added Game Center Network programming

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

Software QA Tester

- Q/A Tested PC and Console multi platform titles
- Generated reproducible steps for causing bugs to appear
- Entered bugs into bug database
- Regressed previously found bugs to ensure they had been fixed

Northrop Grumman | Woodland Hills, CA | Summer 2010 Software Engineering Intern

- took training and conduct courses
- worked in a three person team to port (revise and update) a C++ graphical user interface from OS/2 StarWin to GTK+ for testing navigation equipment
- read and interpreted original software that had over 30,000 lines of code

PV Art Center | Palos Verdes, CA | 2006 – 2011 Part Time - Gallery Worker & Art Installer

- Prepared Art Galleries for exhibits
 - patched and painted walls
 - vacuumed carpet and moved/refurbished exhibit stands and furniture
 - installed and adjusted lighting and replaced bulbs while on ladder
- Installed high valued original artwork
- Created labels for exhibited art
- Assisted in moving equipment to new art center location

SSU Shipping & Receiving | Sonoma State University, CA | 2008 Campus Carrier and Sonoma State University Receiving Clerk

- Sorted incoming packages
- Delivered packages to departments
- Delivered mail to university dorms
- Applied asset tags to new equipment

Sonoma State University – Tutoring Center Spring 2008 Computer Science Tutor

- Taught undergraduate course material to students
- Helped relate abstract Computer Science topics to students

Education

UCLA

Data Science and Virtual Reality, Computer Science Grad Student

California State University Long Beach

Graduated with Bachelor of Science in Computer Science
studied applied mathematics

Tau Beta Pi

Sonoma State University

Undergraduate Computer Science Student

Deans List for good grades

Sonoma State Crew Rowing

Palos Verdes High School

Graduated with High School Diploma

Started a Videogame development Club

Member of Grand Challenge Self Driving Car Team