

# Ethan Hoffman

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## INDUSTRY EXPERIENCE

### AdvancedMd, Software Engineer

March 2022 - Jun 2022

Neumont Enterprise, Salt Lake City, UT

- Gathering API information from local and international teams within AdvancedMD, allowing all the different teams information to be localized in one location.

### Grapple Gear, Team Lead and VFX Design

January 2022 - March 2022

Neumont Game Studio, Salt Lake City, UT

- Leading a team of five developers to create a first-person speed-running game, with a grapple hook mechanic as the core movement mechanic.
- Creating all the visual effects including the cell shader and the player movement effects using the Visual Effects Graph and Shader Graphs built into Unity.
- Supervising team meetings to shape the outcome of the game and keep the team within scope of our capabilities within a ten-week timeframe.

### Elemental, Co-Creator

October 2021 - December 2021

Senior Capstone Project, Salt Lake City, UT

- Coded a four-person multiplayer, open world, adventure game, with character selection, network capabilities, and stunning graphics.
- Created the ability system for the game using scriptable objects to future proof the game and giving the option to create more abilities and characters.
- Developed the leveling system to progress dynamically and not

## TECHNICAL SKILLS

.NET Core  
.NET Framework  
3D Game Engine Development  
Advanced Game Physics  
Algebra  
Algorithms  
Android Studio  
ASP.NET  
Augmented Reality Development (AR)  
C++  
C#  
Calculus  
Cisco ASA  
Computer Graphics  
CSS  
Express  
Game Design  
Game Development  
Geometry  
Git  
GitHub  
HTML  
Java  
JavaScript  
JetBrains IntelliJ  
JSON  
Leadership Skills  
Linear Algebra  
Machine Learning  
Maya  
Microsoft Office Excel  
Microsoft Office PowerPoint  
Microsoft Office Word

linearly, each level is progressively harder to obtain and makes scaling the difficulty of the game more rewarding.

- Designed and animated each of the abilities using the built-in particle system in Unity, resulting in visually stunning skills each of the players uses.

### **30%, Team Lead**

**March 2020 - March 2020**

Neumont Project Showcase, Salt Lake City, UT

- Oversaw a team of 3 to create a turn-based combat game with a story, leading to winning 2<sup>nd</sup> place in the game category.
- Designed the player's characters and the enemy characters that you face in the game, each playable and enemy character having their own unique set of skills.

### **Street Fighter Auto Fighter, Solo Creator**

**November 2019 - December 2019**

Intro to Computer Science, Salt Lake City, UT

- Solo creator on project, creating an auto fighter with character selection and real time fight sequence.
- Custom created the sprites for character selection, and real time updating the character sprite in the fight scene.
- Created a combat system that accounted for on-crit chance and used multi-threading to give real time feedback.

### **United States Air Force, Fist Line Supervisor**

**November 2011 – January 2019**

Okinawa, Japan – Little Rock, AR

- Processed over 450 work orders, prepared maintenance cost for 5k facilities at \$300K fueling \$8M budget for critical facilities.
- Processed work requests for maintenance, repair, and operations of 14.2K facilities work over \$8B in infrastructure.
- Reviewed 2.3K direct scheduled work orders and tracked 155K labor hours and \$2.4M in materials enabling the \$3.2B flying mission.

## **EDUCATION**

### **Neumont College of Computer Science Salt Lake City, UT**

Bachelor of Science in Game and Software Development, Sep 2022

GPA 4.0

Microsoft Visual Studio  
Microsoft Visual Studio Code  
Microsoft Windows  
Mobile Game Development  
Multiplayer Game Development  
Node.JS  
Pug  
Scrum Development  
Software Engineering  
SQL  
SQL Server  
Unity Engine  
Web Game Development  
XML  
Zoom