

CHRISTOPHER HOFFMAN

Computer Engineer

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



EXPERIENCE

Computer Engineer

01/2009 - 01/2025

JK-Electronics

Torrance, CA

- Design and develop custom hardware with Altium design software
- Capture schematics and design PCBs including layout and silkscreen
- Generate bill of materials and design files
- Test microcontroller-based PCBs using multimeter and oscilloscope
- Document test procedures for power supply and peripheral functionality
- Develop web app interfaces and Android applications
- Create C# Windows Forms GUI and Windows kernel mode drivers
- Port microcontroller code to updated compilers and chips

Vixi

01/2019 - 12/2019

The Famous Group

Culver City, CA

- 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

IOS objective c programmer

01/2019 - 12/2019

Collision Studios

Santa Monica, CA

- Contributed to programming/code base of licensed franchise mobile game apps
- Participated in game idea discussions

Programmer

01/2018 - 01/2019

Fluxergy

Irvine, CA

- Worked on user interface and runtime software for PCR-based diagnostic machine
- Focused on DNA polymerase amplification of sequences unique/characteristic of a condition
- Contributed to point of care disease diagnosis

Trigger Happy

10/2012 - 01/2017

Umbrella Games

West Hollywood, CA

- 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
- Added Game Center Network programming

Mobile/Web/ Game Software Developer

01/2012 - 02/2015

ItemFactoryStudio

Location

- 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

SUMMARY

Experienced software programmer with a strong background in iOS development, game programming, and web technologies. Proven track record in developing high-quality applications and games for mobile platforms, utilizing C#, Unity3D, and Objective-C. Skilled in creating user interfaces, building runtime software, and implementing backend solutions using PHP and SQL. Expertise in integrating third-party plugins and APIs, along with a solid foundation in electrical engineering and embedded systems. Demonstrated ability to contribute effectively to cross-functional teams and deliver innovative solutions in dynamic environments. Passionate about developing impactful software solutions that enhance user experiences.

TRAINING / COURSES

UCLA

Computer Science Grad Student

Cal State University Long Beach

Bachelor of Science Computer Science

Sonoma State University

Bachelor of Science Computer Science

SKILLS

Altium · Android · Animation · API ·

Blender · Data Science ·

Electrical Engineering ·

Embedded System · Ethernet · Gui · I2c ·

Interface Design · Ios · Ios Development ·

Mathematics · Objective C · Objective-c ·

Oscilloscope · Pcb · PCB Design · Pcr ·

PHP · Python · Routing · Snapchat · Spi ·

SQL · Unity · Unity 3d · Virtual Reality ·

Web Server · WebGL · Windows

SEE MY WORK ONLINE

Website

<http://itemfactorystudio.com/portfolio>