

Scott Hoffman

Programmer/Game Designer



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In/ScottHoffmanGames

Skills

- **Unity**, experience in developing for 2D, 3D, Android and VR using C#, and several in depth systems such as the Animator, Timeline, Cinemachine, Probuilder, etc.
- **C#**, experience with developing game mechanics, AI state machines, procedural generation, pathfinding, debugging, and physics
- **Javascript/HTML**, working understanding of web development and CSS formatting.
- **Blender/Maya3D**, basic experience in hard surface modelling and UVs

Education

Vancouver Film School

Graduated: October 2018 with awards for Best Design Document, Best 2D Game Project and Excellence in Code

Interests/Passions

- Video Games
- Board Games
- Game Jams
- Improv
- Escape rooms

Profile

I am a hobbyist game developer and programmer that has been making small games since 2018. I'm a graduate of the highly accredited VFS Game Design Program and have been given several awards for my accolades in design and programming. Currently looking for opportunities to learn, grow, and gain valuable industry experience. My portfolio website: <https://pixelhurricane.wixsite.com/website>

Experience

"IVY" – Unity 3^d Person Shooter Student Final Project at VFS 2018

- Created character controller for movement, and bow based combat mechanics
- Created a multi-phase boss enemy AI to control movement, attack in response to the player, and switch between phases each with a unique moveset
- Created 12 different boss attack behaviors, 3 for each phase of the fight, to be used at different ranges to intelligently attack and counter the player
- Implemented majority of art assets as last stage of the art pipeline. Responsible for Animation blending, lighting, cutscene plugins, UI, and asset importing

"Mitch Crystal II" – Unity 2D Hack and Slash Student Final Project at VFS 2018

- Created top down character controller for quick combo based melee attacks, and ranged shooting
- Programmed two AI brains that work together to flank and attack the player as a group
- Built a level generation system to create an arena made out of premade level chunks with several steps of granularity to add high variation with only a few assets
- Awarded Best 2D Project

Game Jam submissions

- Created all art, sound, and code within a 48 hour timeframe on my own as well as with teams for several entries
- Requires strict time management and scope control in order to finish on time
- Most entries have been met with very good reviews from players
- Genre and gameplay vary providing experience and insight with many different styles of game.