

Charlie Hoffmann

Contact

charlie@charlieh.dev
(847) 340-6066
github.com/charliehoffmann
charlieh.dev

Education

M.S. Cybersecurity
Johns Hopkins - 2022
-
B.S. Computer Science
& Minor in Applied
Mathematics
Bemidji State University 2019

Programming

Python, Javascript, PHP, Java,
C#, SQL

Tools

SmartPy, Tezos Blockchain,
Unity, Visual Studio,
Photoshop, Illustrator, Agile

Courses

Cryptology
Information assurance
Intrusion detection
Ethical Hacking
Calculus I/II
Discrete Mathematics
Numerical Methods

Experience

Chicago Botanic Garden Glencoe, IL January 20 - August 21

Full Stack Developer

- Collaborated with a team to develop multiple user oriented full stack web applications used for data collection and community science.
- Developed the front end U.X./U.I., as well as backend code and database structures for use with applications using the T.A.L.L. (tailwind, alpine, laravel, livewire) stack.

Zurich North America Schaumburg, IL June - August 2019

Systems Analyst Intern

- Collect data on the entire lifecycle of the development process for proprietary applications.
- Create operational models using that data, to be used as a guideline for all future projects.

Deublin Company Waukegan, IL May 2018 - August 2018

Software Development Intern

- Created ASP .Net web application using Infragistics components.
 - Pulled large data sets from RESTful WebAPI to be parsed then passed to the application.
-

Projects

Exhibeo.xyz October 2021

Html/JS/Python/Michaelson

- Created a smart contract on the Tezos blockchain, and website to interact with smart contract. Stores data on the blockchain to later be displayed as a collection
- <http://exhibeo.xyz>

Error Unknown January-August 2019

A 3D endless runner mobile game

- Designed and developed game to completion using unity3d
 - Created Scripts in C# for Player movement, level generation and environment interaction
-