William Hoffmann
Game Designer

Work Experience

Designer   **Blue Marble Game Co**
July 2015 – November 2016
- o Took charge as the creative lead and only designer for 4 separate projects
- o Coordinated with multiple teams to ensure designs were communicated clearly
- o Adapted designs to the needs of therapeutic and neurological researchers
- o Updated old game projects with creative changes based on user testing

Quality Assurance Tester   **Volt - Activision**
Call of Duty: Advanced Warfare
September 2014 – November 2014

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Education

University of Southern California – Los Angeles, CA
- **Interactive Media and Games**, Bachelor of Arts, 2010 to May 2014
- **Film and Television Production**, Bachelor of Arts, 2010 to May 2014

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Skills

Software
- o Adobe: Flash, Premiere, Photoshop
- o Game Engines: Unity3D
- o Programming Languages: C#, JavaScript, Python, HTML/CSS, ActionScript 3.0
- o Microsoft Office: Word, PowerPoint, Excel

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Major Game Projects

Designer   **Treasure of Bell Island**
- o July 2015 – June 2016
- o A tablet / PC game intended to assess and treat people who have suffered traumatic brain injury.
- o In the game, the player controls a team of explorers as they survive on an island and search for ancient treasure.
- o A collection of action and puzzle minigames tied around a central metagame of planning and resource management.

Designer   **COLE: A Game about Coal (Student Project)**
- o June 2013 – May 2014
- o A dark, comedic 2D platformer for iOS and Android where an escaped coal shoveling slave tries to survive on a massive spaceship.
- o One of USC's year-long Advanced Game Projects.