Robert Hoffmann

Senior Game Engineer



Specialized in real-time systems, gameplay, and rendering.

Extensive experience with Unreal Engine and C++ across AAA titles, tools, and simulation systems, with contributions to Spec Ops: The Line, Dreadnought and Steel Hunters.

Project Highlights (more details on my Website)

2023–2025 Steel Hunters (DPS Games, UE5)
Senior Graphics Programmer

- Advanced water system and materials (flow, foam, caustics, waves)
- Environment painting tool for in-editor painting tint, lighting, fog, and water geometry directly on the landscape
- Porting the project from Unreal Engine 4 to Unreal Engine 5

2021–2023 Tomorrow Falls (DPS Games, UE4)
Senior Graphics Programmer

- Advanced shader and rendering systems
- Water, foliage, character and environment shaders
- Rendering framework and optimization

2019–2020 Point Cloud Kit (UE4)
Freelancer

- Shader-driven animation of point position and color
- GPU-based rendering for high point counts
- Velocity calculation using per-point history for physically inspired motion and interaction
- Epic Marketplace ~100 downloads a day over 3 years

2012–2017 Dreadnought (Yager Development, UE4)
Game Engineer

- Core ship movement system (physics-based)
- Networked weapon systems
- Damage visualization (hit-mask system)
- Multiplayer performance optimization

Contact

Email
p5.rawq@pm.me

LinkedIn
linkedin.com/in/robert-hoffmann-dev/

Web
gammox.net

Location
Berlin, Germany

Skills

- Unreal Engine (C++ | BP)
- Gameplay & Engine Systems
- Graphics / Rendering / Shaders
- VFX / Physics / Tools
- Rider / Visual Studio / AI-assisted workflows

Education

- Diploma in Computer Science
- Chemical Laboratory Technician

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2007–2012 Spec Ops: The Line (Yager Development, UE3)
Graphics / Gameplay Programmer

- Sandstorm and post-processing systems
- Hybrid reflection rendering
- Decal system and gameplay features

Full Career

2026–Present – The Construct – Indie-Dev, UE5
- Prototyping / Spaceship combat / UMG / MetaSounds / PCG

2023–2025 – Steel Hunters – DPS-Game, UE5
- Shader / Tools / Porting (to UE5)

2021–2023 – Tomorrow Falls – DPS-Games, UE4
- Shader / Tools / VFX-Systems (Character, Environment)

2020–2021 – Real Time Strategy Game – Wargaming-Berlin, UE4
- HUD / Gameplay / VFX-Systems (Fog of War, Environment)

2019–2020 – Simulation – Tele-Driving – Vay
- UE4 / Unity / CARLA

2019–2020 – Point Cloud Plugin (UE4)
- GPU-based point rendering / UE4 / Epic Marketplace

2019–2020 – LiDAR Plugin (RealSynth – UE4)
- Simulation for AI training (ROS integration)

2017–2018 – 2048 Apex (Android)
- Mobile game development

2012–2017 – Dreadnought (Yager-Development, UE4)
- VFX / Gameplay / Input-Movement / Network

2007–2012 – Spec Ops: The Line (Yager-Development, UE3)
- VFX-Systems (PP, Decal, HUD) / Gameplay

2003–2007 – Ganymed Engine / Virtools (ITnB-Development, DirectX)
- Co-founder / Shader-Demo / Physics-Engine

2001–2002 – Michael Schumacher Kart Racer 2002 (Terratools, Virtools)
- Vehicle-Physics / Gameplay / AI

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