Cameron HOCHBERG, Game Developer

cam.hochberg@gmail.com
36 boulevard Foch 94170 - Le Perreux sur Marne
+33 (0)6 21 20 58 76
Nationality: French

LinkedIn   Website   Portfolio

Summary

I'm a Client-Side Developer with a passion for game development and security. I have worked on the MMORPG Dofus, mainly on the network layer of the game and its anti-bot security measures. I've also created multiple games using the Unity Engine and simple client-server infrastructure for multiplayer games in C# and Python. I participate in CTF competitions and have won awards for best writeups.

Key Skills

Unity, C#, C++, Unreal Engine, Rust

Developed Games

Butter'Em Up – Wren and the Enchanted Forrest – World Domination

Work Experience

Client-Side Developer — Ankama, Roubaix
September 2022 to present
- Helped with the migration of Dofus from AS3 to C# with Unity
- Implemented UIs for Dofus
- Reworked the network layer and implemented a new protocol using DotNetty and Protobuf
- Audited the game for security concerns and implementing obfuscation into the game as well as other security measures

Teaching Assistant — Case Western Reserve University Computer and Data Science department, Cleveland OH
January 2021 to December 2021
- Helped students (Undergrad and Graduate) with their homework and video game projects
- Created materials for review sessions organized by teaching assistants each week

AI Research Assistant — Case Western Reserve University Computer and Data Science department Soumya Ray's research lab, Cleveland OH
September 2019 to December 2020
- Helped to create an environment to test the efficiency of AI assistants using Unity, OpenHaptics Plugin
- Created the Passive and Active AI assistants used during testing Conversion of the experience from **3D to 2D**

Pen Test Intern — Armature Technologie, Paris
May 2018 to July 2018
- Created a **web app** for pen testing report generation using **Django**
- Organized the reports database
- Created an associated API for easier access to this database

Education

Bachelor & Master of Computer Science — Case Western Reserve University, Cleveland, Ohio (United States), May 2022
- Focus on Networking and Security
- Major Subjects: Advanced Game Design, Computer Security, Internet Security & Privacy, Machine Learning

Technical Skills

Programming Languages: C, Python, SQL, Java, PHP, HTML, Javascript, NodeJS, Unity HLSL
Technologies: Git, Godot, Docker, Unix, Django, Sockets, TCP/UDP, DotNetty, Protobuf, IDA pro

Languages

French Mother Tongue	**Chinese** Intermediate
English Bilingual (TOEFL 116/120)	**Spanish** Intermediate
Japanese Fluent (JLPT 3)	**Korean** Beginner

Hacking Competitions

CryptoCTF 2022: 10/421	ALLES! CTF 2021: 24/523
BambooFox CTF 2021: 36/513	Tokyo Westerners CTF 6th 2020: 59/648
Union CTF 2021: 53/466	ALLES ! CTF 2020: 48/470
Google CTF 2021: 62/379 (Best Writeup prize for Pythia)	Google CTF 2020: 161/625 (Best Writeup prize for Chunk Norris)