

Alex Hontz

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SUMMARY

- **Skilled Programmer:** Experienced at developing production quality software for business and entertainment
- **High Academic Performer:** GPA of 3.97, perfect SAT Subject Score in Math 2
- **Eagle Scout:** Decorated with 2 Eagle Palms and over 500 hours of community service
- **Security Clearance:** Holds final top secret clearance

EDUCATION

Rensselaer Polytechnic Institute, Troy, N.Y.
Class of 2022, GPA: 3.97
Dual Major: Computer Science and Math, Chinese Minor

ACADEMIC HONORS

Deans List and Deans Honors List (Every semester)
Member of RPI Archimedian Program for top scholars
800 (perfect) in Math 2 SAT, 780 in Physics SAT

SKILLS

- Programming Languages: Java, C++, C, JS, NodeJS, Python, HTML/CSS, with experience in C#, React, and MIPS
- Spoken Languages: English, Spanish, Japanese, Mandarin
- Other Skills: Git, ClearCase, \LaTeX , Machine Learning

EXPERIENCE

- Lead Developer** at Torn.Space 2016-Present
- Created popular online MMOs Torn.Space (<https://www.torn.space>) and Acyd.io which both became popular and gained partnership attention from Miniclip, Poki, and more. I lead a team of 6 developers working on the project.
- Software Developer** at Johns Hopkins Applied Physics Lab Fall 2019
- Worked on various projects using C++, where I used camera transforms and graphics for data simulation, and integrated government technologies with proprietary software for data visualization.
- Software Developer** at Johns Hopkins Applied Physics Lab Summer 2018
- Deployed random forests used for image segmentation and wrote Convolutional Neural Networks to compete with them, collaborated on large projects using Git and ClearCase
- Software Development Intern** at Johns Hopkins Applied Physics Lab Summer 2017
- Collaborated on Reconnaissance Blind Multi-Chess project to research neural networks' efficiency in limited information settings for potential military application

COMPETITIONS

- Won RPI Data Structures competition (#1 out of 200+, recognized for beating professor and TAs)
- Competed in Rubik's Cube World Championships twice, and Nationals twice
- Won Baltimore County Public School Physics Olympics competition
- Tied for #1 in 15 at Towson High School in F=MA physics competition
- Undefeated team captain at Maryland Science Bowl round 1
- Won 3rd place among 12 in RPI Game Jam by developing a MMO game from scratch in 24 hours
- Qualified for Round 2 of University of Marylands High School Math Competition

LEADERSHIP

- Boy Scouts of America**, Troop 328, Dulaney District 2012-2018
- Six years of progressive leadership positions, culminating in the Senior Patrol Leader and Junior Assistant Scoutmaster roles, significantly improving troop rank attainment, communication, meeting organization, weekly agendas, and morale
- Towson High Programming Club** 2016-2018
- Initiated the club, organized and led activities to teach Java, neural networks, and genetic algorithms. Collaborated on game development and participated in computer programming competitions.

HOBBIES

- Skiing, water skiing, wakeboarding, and martial arts
- Playing Guitar and Piano
- Memorizing the state of a Rubiks Cube, then solving it blindfolded
- Designing and 3D printing unique twisty puzzles
- Advanced Go, Hex, and Y player (abstract strategy board games)