

ALEX HOLLANDER

Software Engineer & Unity3d Developer

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EXPERIENCE

Skyles Game Studios

Lead Game Programmer

November 2013 – April 2018 Philadelphia, PA

- filler

Skyles Game Studios

Programmer

March 2013 – November 2013 Philadelphia, PA

- filler

Mirrors of Grimaldi

Game AI Programmer

May 2015 – June 2016 Philadelphia, PA

- 1st Place in Gameplay Intel GDC

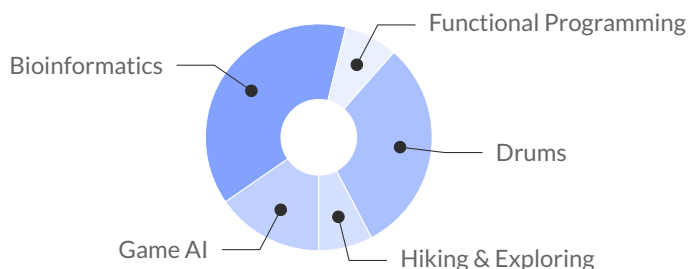
RGB

Game Programmer

May 2015 – June 2016 Philadelphia, PA

- Shader

INTERESTS



LIFE PHILOSOPHY

"Quality is not an act; it is a habit."

ACCOMPLISHMENTS

Mirrors of Grimaldi Winning 1st Place In Gameplay

Intel University Games Showcase (GDC 2016)

Dean's List

Drexel University 2016

Valedictorian

Bending Oaks High School 2010

STRENGTHS

Linux Git Perforce Unity3d
Statistical Analysis & Hypothesis Testing
Artificial Intelligence Shaders LaTeX

LANGUAGES

C# Python Java R

EDUCATION

B.A. in Computer Science with Concentrations in Game AI and HCI
Drexel University, Philadelphia, PA

September 2012 – June 2016