ALEX HOLLANDER

Software Engineer & Aspiring Data Scientist

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🎧 Ashen-Vaults

WORK EXPERIENCE

Skyless Game Studios
Lead Game Programmer

📅 November 2013 – April 2018   📍 Philadelphia, PA

- Designed the architecture for all major projects
- Worked closely with backend developers to create API's
- Engaged in peer programming with less experienced co-ops
- Organized and delegated work to other programmers
- Interfaced with clients to make sure needs were being met
- Developed many internal libraries to ease production

Skyless Game Studios
Programmer

📅 March 2013 – November 2013   📍 Philadelphia, PA

- Worked with another programmer on two major projects in Unity3d
- Took on more work that was required to move projects forward
- Presented work weekly in scrum meetings to the rest of the team
- Communicated with project stakeholders to make sure expectations were met

PROJECTS

Mirrors of Grimaldi
Game AI Programmer

📅 May 2015 – June 2016   📍 Philadelphia, PA

- Developed a modular AI system using utility based decision making
- Worked on all aspects of the game closely with two other programmers
- Wrote custom shaders that utilized stencil shading
- Helped fix bugs and polished gameplay to a releasable state
- Showcased game at the Game Developers Conference in San Francisco

RGB
Game Programmer

📅 May 2015 – June 2016   📍 Philadelphia, PA

- Designed and implemented many shaders from scratch
- Redeveloped and optimized the main mechanic of the game using stencil shaders, dramatically improving performance
- Implemented an AI system which used finite state machines for enemy behaviors

ACCOMPLISHMENTS

🏆 **Mirrors of Grimaldi Winning 1st Place In Gameplay**
Intel University Games Showcase (GDC, 2016)

📈 **Dean's List**
Drexel University, 2016

🧍 **Valedictorian**
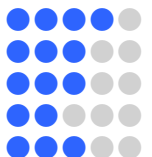Bending Oaks High School, 2010

STRENGTHS

Linux   Jupyter   Git   Perforce
Unity3d   Artificial Intelligence
Shaders   Json   Anaconda

LANGUAGES

C#	●●●●●○
Python	●●●●○○
Java	●●●○○○
R	●●○○○○
SQL	●●●○○○

EDUCATION

B.A. in Computer Science with Concentrations in Game AI and HCI

Drexel University, Philadelphia, PA

📅 September 2012– June 2016

CERTIFICATIONS

✴ **Statistics and R**
HarvardX

✴ **Machine Learning**
Stanford University

✴ **Introduction to Mathematical Thinking**
Stanford University

✴ **Introduction to Genomic Data Science**
UCSanDiegoX