

ALEX HOLLANDER

Software Engineer & Aspiring Data Scientist

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📍 Philadelphia, PA 🔗 alex-hollander.com 🌐 Ashen-Vaults



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



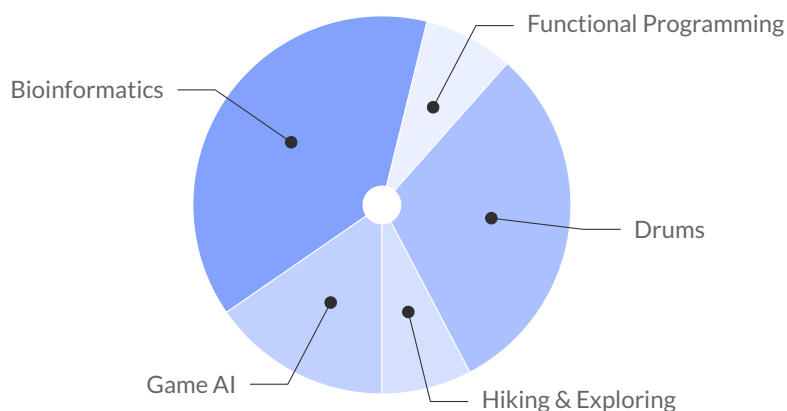
EDUCATION

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

Drexel University, Philadelphia, PA

📅 September 2012– June 2016

INTERESTS



EXPERIENCE

Skyless Game Studios

Lead Game Programmer

📅 November 2013 – April 2016 📍 Philadelphia, PA

- Designed architecture for all projects
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Skyless Game Studios

Programmer

📅 March 2013 – November 2013 📍 Philadelphia, PA

- Designed architecture for all projects
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- Designed architecture for all projects

Mirrors of Grimaldi

Game AI Programmer

📅 May 2015 – June 2016 📍 Philadelphia, PA

- 1st Place in Gameplay Intel GDC
- Designed architecture for all projects
- Designed architecture for all projects
- Designed architecture for all projects
- Designed architecture for all projects

RGB

Game Programmer

📅 May 2015 – June 2016 📍 Philadelphia, PA

- Shader
- Designed architecture for all projects
- Designed architecture for all projects
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- Designed architecture for all projects