ALEX HOLLANDER

Software Engineer

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- Ashen-Vaults
- 214-490-6703
- Philadelphia, PA

WORK EXPERIENCE

Skyless Game Studios

Lead Game Programmer

- Movember 2013 April 2018
- Philadelphia, PA
- Designed the architecture for all major projects
- Worked closely with back-end 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 ensure needs were being met
- Developed several 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
- Worked beyond my station in order to meet project requirements
- Presented work weekly in scrum meetings to the rest of the team
- Communicated with project stakeholders to ensure 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 with two other programmers
- Wrote custom shaders that utilized stencil shading
- Helped fix bugs and polished gameplay to a releasable state
- Showcased at the Game Developers Conference in San Francisco

RGB

Lead Programmer

- May 2015 June 2016
- Philadelphia, PA
- Created 5 shaders from scratch using Cg and shaderlab
- Implemented an AI system which used finite state machines for npc's
- Redeveloped and optimized the main mechanic of the game using stencil shaders, dramatically improving performance

ACCOMPLISHMENTS

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Mirrors of Grimaldi 1st in Gameplay

♀ Intel University Games Showcase

Dean's List

Orexel University

Fall 2016

Valedictorian

Page 15 Bending Oaks High School

May 2010

TOOLS



LANGUAGES



EDUCATION

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

Drexel University

₩ June 2016

Philadelphia, PA