

ALEX HOLLANDER

Software Engineer

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📍 Philadelphia, PA

WORK EXPERIENCE

Skylesse 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

Skylesse 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 Jekyll

LANGUAGES

C# Python Java SQL R

EDUCATION

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

Drexel University, Philadelphia, PA

📅 September 2012– June 2016