# ALEX HOLLANDER

#### **Software Engineer**

@ alexhollander522@gmail.com **\** 214-490-6703 % alex-hollander.com

Ashen-Vaults

167 Fountain St. Philadelphia, PA 19127

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 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**

Git Perforce Linux Jupyter Unity3d Artificial Intelligence **Shaders** Json Anaconda

### LANGUAGES

SQL C# Python Java

# **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

**Thinking** 

**Machine Learning** Stanford University

Introduction to Mathematical

Stanford University

Introduction to Genomic Data Science **UCSanDiegoX**