ALEX HOLLANDER

Software Engineer & Unity3d Developer

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

EXPERIENCE

Skyless Game Studios
Lead Game Programmer
📅 November 2013 – April 2018   📍 Philadelphia, PA

- filler

Skyless Game Studios
Programmer
📅 March 2013 – November 2013   📍 Philadelphia, PA

- filler

Mirrors of Grimaldi
Game AI Programmer
📅 May 2015 – June 2016   📍 Philadelphia, PA
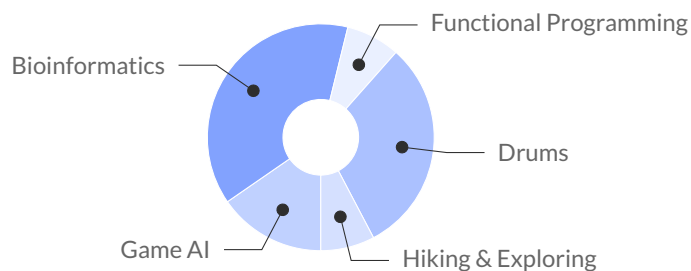
- 1st Place in Gameplay Intel GDC

RGB
Game Programmer
📅 May 2015 – June 2016   📍 Philadelphia, PA

- Shader

INTERESTS

Functional Programming
Bioinformatics
Drums
Game AI
Hiking & Exploring

LIFE PHILOSOPHY

"Quality is not an act; it is a habit."

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
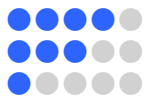Artificial Intelligence   Shaders   LaTeX

LANGUAGES

C#   ●●●●○
Python   ●●●○○
R   ●○○○○

EDUCATION

B.A. in Computer Science with Concentrations in Game AI and HCI
Drexel University, Philadelphia, PA
📅 September 2012– June 2016