

ALEX HOLLANDER

Software Engineer

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☎ 214-490-6703

📍 Philadelphia, PA

WORK EXPERIENCE

Skyless Game Studios

Lead Game Programmer

📅 November 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 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 with two other programmers
- Wrote custom shaders that utilized stencil shading
- Helped fix bugs and polished game-play to a releasable state
- Showcased at the Game Developers Conference in San Francisco

RGB

Lead Programmer

📅 May 2015 – June 2016

📍 Philadelphia, PA

- Created many 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



Mirrors of Grimaldi 1st in Game-Play

📍 Intel University Games Showcase

📅 March 2016



Dean's List

📍 Drexel University

📅 Fall 2016



Valedictorian

📍 Bending Oaks High School

📅 May 2010

TOOLS

Linux

Jupyter

Git

Perforce

Unity3d

Json

Anaconda

Jekyll

LANGUAGES

C#

Python

Java

SQL

R

EDUCATION

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

Drexel University

📅 June 2016

📍 Philadelphia, PA