ALEX HOLLANDER

Software Engineer

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Philadelphia, PA

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Ashen-Vaults

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

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Mirrors of Grimaldi Winning 1st Place In Gameplay

Intel University Games Showcase (GDC, 2016)

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Dean's List

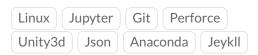
Drexel University, 2016

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Valedictorian

Bending Oaks High School, 2010

TOOLS



LANGUAGES



EDUCATION

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

Drexel University



Philadelphia, PA