ALEX HOLLANDER

Software Engineer

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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 ensure needs were being met
- Developed several 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
- Worked beyond my station in order to meet project requirements
- Presented work weekly in scrum meetings to the rest of the team
- Communicated with project stakeholders to ensure 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 gameplay to a releasable state
- Showcased at the Game Developers Conference in San Francisco

RGB

Lead Programmer

📅 May 2015 – June 2016   ⚲ Philadelphia, PA

- Created 5 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 Gameplay**
- ⚲ Intel University Games Showcase
- 📅 March 2016

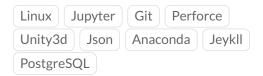📈 **Dean's List**
- ⚲ Drexel University
- 📅 Fall 2016

🧍 **Valedictorian**
- ⚲ Bending Oaks High School
- 📅 May 2010

TOOLS

Linux   Jupyter   Git   Perforce   Unity3d   Json   Anaconda   JeykII   PostgreSQL

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