

# ALEX HOLLANDER

## Software Engineer

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📍 Philadelphia, PA

## WORK EXPERIENCE

### Skyles Game Studios

#### Lead Game Programmer

📅 November 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

### Skyles 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

Linux Jupyter Git Perforce  
Unity3d Artificial Intelligence  
Shaders Json Anaconda

## LANGUAGES

C# Python Java SQL R

## EDUCATION

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

**Drexel University, Philadelphia, PA**

📅 September 2012– June 2016