

Alexander Greenstein

Khaos@games.com

EDUCATION

Stony Brook University – Stony Brook, NY

Major: Computer Science

Degree expected: May 2017

Roslyn High School – Roslyn Heights, NY

Regents Diploma

September 2009 – June 2013

EXPERIENCE

Professional Player for Enemy eSports

August 2015 – Present

- Responsible for competing live in both an online and LAN setting
- Handling public relations between us as well known community figures and our audiences
- Working closely with 5 other members in a high pressure team environment

SKILLS

- *Programming Languages:* Java, C++, C, MIPS, Javascript
- *Software Libraries/Frameworks:* Swing, JUnit, SFML
- *Development Tools:* Unreal Engine, Unity, Netbeans, Eclipse, Git, Subversion, Adobe Photoshop.

PROJECTS

PathX

- Developed a multithreaded point and click game built from a provided MiniGame framework.
- Involved extensive use of Java's swing library alongside both self-created and provided images, audio and XML files.
- Incorporated a breadth first search algorithm used to transverse the graph nodes within the game.