

Alexander Greenstein

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EDUCATION

Stony Brook University
Bachelor of Computer Science

Graduated: May 2017

SKILLS

- Languages: C++, UnrealScript/Blueprint, Python, SQL
- Engines: Unreal Engine 3-5
- Tools: Visual Studio, Rider, Jira, Confluence, Google Sheets/Docs, Figma/Miro, Discord, Slack
- Engineering: Game Features, Multiplayer/Replication, AI, Physics, Skinning, Camera, Audio, Engine/Tools, Input, Movement, Visual Tools/Features (VFX, Animation, etc.), Console Development
- Management: Team Leadership, Code Reviews, Performance Evaluations, Scheduling
- Finance: Business Financials, Investing.

EXPERIENCE

Advanced Gameplay Programmer

Jun 2024 - Present

Smite 2 / Hi-Rez Studios / Georgia

- Transitioned to Smite 2.
- Working in UE5 utilizing C++, Blueprints, GAS, etc.
- Leadership structure is much flatter than Smite 1, so it made sense to focus more on strong IC value adds while we scale the project up and build the foundation for the next decade of Smite.
- Considered the go to person for all things “game feel” related.
- Currently improving our gameplay systems across the board, for example: FOV, Camera, Aiming, Movement, Latency, Minion AI, God Polish, Performance, Input, etc.

Lead Gameplay Programmer

Aug 2022 - Jun 2024

Smite / Hi-Rez Studios / Georgia

- Led a team of 3-4 gameplay programmers, overseeing the complete lifecycle of gameplay features.
- Managed scheduling, jiras, and task delegation for our upcoming features.
- Conducted biweekly 1:1s and performance/code reviews.
- Collaborated strategically with other company leads/directors for game direction.
- Developed and fixed content across the wide spectrum of deliverables.
- Pushed internally to have the team consistently weigh time spent vs ROI to ensure that we were reliably focusing on producing value.
- Maintained individual contributor duties.

Gameplay Programmer

Sep 2019 – Aug 2022

Smite / Hi-Rez Studios / Georgia

- Primary developer on Yemoja, Cthulhu, Tiamat, Atlas, and Ishtar.
- Collaborated across all different departments for the creation of new internal tools.
- Helped refine and introduce new coding standards to ensure code base growth was sustainable.
- Assisted in optimizing lower-level systems and developing new patterns to accelerate our production rate.
- Mentored new hires to help them get up to speed and accustomed to our processes.
- Wrote an innovative Crit PRNG algorithm that is used in both Smite 1 and 2 today.

Associate Gameplay Programmer

Sep 2017 – Jan 2019

Smite / Hi-Rez Studios / Georgia

- Primary developer on Cerberus, Baron Samedi, King Arthur, and Horus.
- Engineered and maintained code for new gods, game modes, skin tech, and monthly content rollouts.
- Independently researched and implemented procedural camera technology. Allowed designers to define camera transition states that blended seamlessly with gameplay and resolved gracefully in the case of interruptions.

Professional Esports Player

Aug 2015 – Sep 2017

Smite / EUnited / Enemy eSports

- Achieved World Championship Finalist status in Season 2.
- Earned the title: Best Mid Laner in NA, Spring 2017.
- Competed in both online and LAN environments.
- Handled PR and community relationships.
- Collaborated in a high-pressure team setting with 5 other members.

PERSONAL PROJECTS

KAS

Jun 2019 – Present

<https://khaoscomplex.github.io/KAS.html>

- Developed an advanced suite of tools to aid myself in equity investment.
- Featured tools include DCF calculators, price calculators based on acquirer's multiple/EPS, financial ratio and data visualizers, CAGR scripts, and more.