

Contact Information:

hollums@uga.edu

(678) 633-9385

Alex Hollums

[linkedin.com/in/alexhollums](https://www.linkedin.com/in/alexhollums)

Mailing Address:

102 Robinson Bend Trail

Peachtree City GA, 30269

OBJECTIVE

Industrious self-starter with strong creative ability and experience in problem solving, strategy development, and computer programming seeking a full time position in game development to begin October of 2014.

COMPUTER SKILLS

- **Programming Languages:** Java, C++, JavaScript, MATLAB, Assembly Language, HTML/CSS
- **Operating Systems:** Mac OSX, Windows 2000/XP/Vista/Windows 7
- **Software:** Autodesk 3ds Max, Unity, ImpactJS, Phonegap, Adobe Muse, LaTeX, Mathematica, Bootstrap

EDUCATION

The University of Georgia

Bachelor of Science in Computer Science

Bachelor of Science in Mathematics

Athens, GA

May 2014

Overall GPA: 3.4/4.0

RELATED COURSEWORK

Human-Computer Interactions, Computer Graphics, Game Programming, Linear Algebra, Differential Geometry, Cryptography, Qualitative Differential Equations, Mathematics and Music, Computer Networks, Web Programming

RELEVANT PROJECT EXPERIENCE

Unity Game

Athens, GA

Ongoing Personal Project / CSCI4070 - Game Programming Projects

October 2013 – April 2014

- Programmed game logic, tested and resolved bugs.
- Modeled and animated game objects and environment using 3D modeling software
- Designed storyboard and character development
- Integrated music and sound effects into game environment

Team Projects

The University of Georgia

CSCI4800: Human-Computer Interactions & CSCI4300: Web Programming

August 2013 – April 2014

- Served as project team leader to coordinate the group, allocate responsibilities, and produce deliverables on time
- Gathered and analyzed requirements from users to generate several user interface design alternatives
- Sketched wireframe ideas & developed front end for a game review site (gamespersecond.herokuapp.com)

Game Development

The University of Georgia

CSCI302: Software Development / CSCI4070 - Game Programming

January 2012 – April 2012

- Programmed Snake Game to interact with objects on the game board in real time
- Implemented multiple difficulty levels of an AI opponent to play against the user of a Reversi game
- Created and deployed two unique arcade style games using JavaScript and ImpactJS (<http://hollums.github.io/>)
- Coded algorithms for efficient pathfinding using A* using multithreaded Java program.

EMPLOYMENT EXPERIENCE

The Chophouse at LaPrades (Vinings Marine Group)

Lake Burton, GA

Customer Service/Wait Staff

May 2011 – September 2012

- Delivered customer satisfaction through meticulous knowledge of company programs and offerings
- Upheld responsibility for financial accounting of up to \$2,000 of daily revenue
- Adapted personal interaction with each high-profile patron to create a unique, customized experience

ACTIVITIES AND AWARDS

- HOPE Grant, Dean's List, and Presidential Scholar
- Proctor of the High School Varsity Math Tournament hosted by the University of Georgia
- Composer, performer and producer for "The Departure" CD by Ten String Serenade LLC (tenstringserenade.com)