Contact Information:

Alex Hollums
linkedin.com/in/alexhollums

201 Quality Circle NW, Apt 226

ahollums@gmail.com

Huntsville, AL 35806

OBJECTIVE
Industrious self-starter with strong creative ability and experience in problem solving, strategy development, and computer programming seeking employment opportunities as a game developer.

COMPUTER SKILLS

- **Programming Languages:** C#, Java, C++, JavaScript, MATLAB, HTML, XML
- **Operating Systems:** Mac OSX, Windows 2000/XP/Vista/7/10
- **Software:** Unity, ImpactJS, Blender, MonoDevelop, Git, Tortoise SVN, Adobe Photoshop
- **Other:** Jenkins, Bitbucket, Redmine, Trello

EDUCATION

The University of Georgia — **Athens, GA**
Bachelor of Science in Computer Science — May 2014
Bachelor of Science in Mathematics — *Overall GPA: 3.4/4.0*

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

RELEVANT PROJECT/EMPLOYMENT EXPERIENCE

Game Developer, Training Systems — **Camber - Huntsville, AL**
Unmanned, Airborne & Sensor Division — October 2014 – Present
- Work as the standalone developer for multiple projects
- Coordinate with 3D and art team to import and program functionality to necessary assets in game environments
- Plan out and discuss the development process of an application based on storyboards in scrum meetings
- Set up scenes, manage camera interaction, and handle efficient dynamic lighting within Unity game engine
- Maintain version control with team throughout development process through Tortoise SVN
- Deploy and test application builds to PC, Android, and IOS mobile devices
- Write generic framework for training exercise objectives and procedures in order to create highly dynamic scenarios
- Debug code with MonoDevelop and optimize game performance for mobile platforms
- Modify functionality and resolve comments made on projects during Draft, Alpha, and Beta review phases
- Communicate effectively with management and team in weekly meetings regarding project status and delivery

Global Game Jam — **Huntsville, AL**
Open Corey's Door – Unity — January 20th-22nd 2016
- Rapidly developed a fully functional game deployed for iOS and Android stores in 48 hours with a small team of four
- Devised and delegated tasks for application framework & features effectively for a time stressed delivery
- Handled core game objective system mechanics, user score tracking, level progression, and persistent record keeping.
- Employed MVC design pattern to organize source code, taking both the model & view components to the application
- Configured and managed team version control using Git and hosted the game repository on Bitbucket

Game Development — **The University of Georgia**
CSCI4070: Game Programming — January 2014 – April 2014
- Created an arcade style game, "Pac-Man: Gloves are Off!" using only Javascript and HTML5 canvas element.
- Integrated multiple abilities & cooldowns, a progressive difficulty system, and player level adaptation mechanics
- Developed 2D platform game with multiple levels utilizing the ImpactJS game engine in Javascript.
- Manipulated images in Photoshop to create sprite sheets for humanoid animation, and embedded SFX using Audacity

CSCI302: Software Development   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 an Othello game
▪ Devised complex algorithms to integrate multidimensional arrays into game logic for Othello

Team Project   **The University of Georgia**
CSCI4800: Human-Computer Interactions   August 2013 – December 2013
▪ 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
▪ Developed an application for a user to improve productivity and maximize efficiency of tasks

ACTIVITIES AND AWARDS
▪ Maintain an active Secret Security Clearance from the issuing agency of the DoD through October 2024
▪ Designed and maintain an online portfolio (http://hollums.github.io)
▪ HOPE Grant, Dean's List, and Presidential Scholar
▪ Composer, performer and producer for "The Departure" CD by Ten String Serenade LLC (tenstringserenade.com)
▪ Tutored students K-12 & college level in mathematics at the Mathnasium Learning Center