

**Contact Information:**

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**Alex Hollums**

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Charleston, SC

**OBJECTIVE**

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

**COMPUTER SKILLS**

- **Programming Languages:** C#, Java, C++, JavaScript, HTML/CSS
- **Operating Systems:** Mac OSX, Windows 2000/XP/Vista/7/10
- **Software:** Unity, Autodesk 3DS Max, Adobe Photoshop, Unreal 4, Team Foundation Server, Tortoise SVN, Git
- **Other:** Confluence, JIRA, Trello, Jenkins, Bitbucket, VMWare, Xcode, Redmine

**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**

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

**RELEVANT PROJECT/EMPLOYMENT EXPERIENCE****Senior Game Developer, Training Systems – Team Lead*****CSRR MRTS, Fusion XR*****Scientific Research Corporation - Charleston, SC**

September 2016 – Present

- Development lead and 3D artist to a procedural maintenance training suite in Unity gaming engine fielded across several Navy Submarine Training Facilities across the country.
- Development lead and 3D artist for exploratory IETM application serving a Navy surface ship radio room
- Development lead for software defined radio training module integrated to a networked WebGL learning system
- Architected a simulated device framework for MRTS and included automated code generators for rapid development
- Used dependency inversion/injection principles in a solution to run in networked and standalone environments alike
- Fielded a requirements strategy to break down the complexity of a project's requirements to easily integrate to AGILE
- Created a virtual reality port of a maintenance trainer code base using SteamVR SDK for Unity's gaming engine
- Manage tasking, sprints, and backlog for an agile based development team using Team Foundation Server
- Provide granular definitions of team member's roles and responsibilities and conduct technical interviews accordingly
- Advise technical direction to project management and prototype ideas for new emerging technical solutions
- Define and advise towards development processes for the team to adhere to CMMI maturity standards
- Create realistic and efficient 3D models for training applications using Autodesk 3DS Max and Adobe Photoshop
- Perform data gathering and storyboarding to refine project requirements prior to development
- Implemented a review system to handle cataloguing user feedback and system specifications directly from Unity
- Created, curated, and maintain the team's knowledge management system on Confluence as the top contributor
- Rapidly develop minimum viable product prototypes for potential clients interested in our team's training solutions
- Represented SRC as the technical perspective of our products at the CDCA Defense Summit Convention
- Provide Rough Order of Magnitude (ROM) estimates for management on upcoming projects & technical requirements

**Game Developer, Training Systems*****Unmanned, Airborne & Sensor Division*****Camber - Huntsville, AL**

October 2014 – September 2016

- Standalone developer for multiple IMI simulations for the operation of radios, drones, and manned-unmanned systems.
- Coordinated with 3D and art team to import and program functionality to necessary assets in game environments
- Planned out and discussed the development process of an application based on storyboards in scrum meetings
- Set up scenes, managed camera interactions, and handled efficient dynamic lighting within Unity game engine
- Maintained version control with team throughout development process through Tortoise SVN
- Deployed and tested application builds to PC, Android, and IOS mobile devices

- Wrote generic framework for training exercise objectives and procedures in order to create highly dynamic scenarios
- Debugged code with MonoDevelop and optimized game performance for mobile platforms
- Modified functionality and resolved comments made on projects during draft, alpha, and beta review phases
- Communicated effectively with management and team in weekly meetings regarding project status and delivery

### **Student Game Developer**

*CSCI4070: Game Programming*

**The University of Georgia**

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

## **PERSONAL PROJECTS**

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### **Founder, Development Lead**

**Play Nice LLC – Charleston, SC**

*Hands On ASL*

January 2019 – April 2019

- Sole developer to an educational American Sign Language 3D application deployed to iOS & Android stores.
- Coordinated with UX/UI designer by translating mockups into fully implemented features in Unity’s gaming engine.
- Executed draft, alpha, and beta release cycles with testers using TestFlight, TestFairy, and Google Developer Console.
- Employed ASO techniques to achieve a top 10 search result for the keyword “ASL” on Google Play and App Stores.
- Created frameworks to easily integrate Unity Ads services and In-App-Purchasing for this and future applications.
- Developed a more immersive prototype of this product using the Vuforia AR SDK

*Personal Space*

January 2018 – Present

- Lead developer to small team working on a mobile game in Unity to be released on iOS & Android stores.
- Design features and UX for game in mockups and storyboards to match the full team’s vision.
- Track hours, tasks, progress and retrospective for project to learn from and improve on future company endeavors.
- Maintain Confluence documentation space for team development standards, design documents, and project planning.
- Developed core game mechanics, animations, level progression, state machines, and UI for gameplay.
- Managing system admin tasks to include configuring NAS to host team share drive, VCS, and email accounts.
- Developed and maintaining a bot for Discord written in C# to remind team of events, broadcast check ins, etc.

### **Game Developer**

**Global Game Jam - Huntsville, AL**

*Open Corey’s Door – Unity*

January 20<sup>th</sup>-22<sup>nd</sup> 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

## **ACTIVITIES AND AWARDS**

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- Granted a Top Secret Security Clearance from the issuing agency of the DoD effective from 8/9/2018 to 5/6/2024.
- Nominated for SRC Technical Excellence Award in 2017 and 2019.
- HOPE Grant, Dean’s List, and Presidential Scholar
- Composer, performer and producer for “The Departure” CD by Ten String Serenade LLC ([tenstringserenade.com](http://tenstringserenade.com))