

Contact Information:

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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
- **Software:** Unity, ImpactJS, Phonegap, MonoDevelop, Git, Tortoise SVN, Adobe Photoshop

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 Application Design

RELEVANT PROJECT/EMPLOYMENT EXPERIENCE

Game Developer, Training Systems

Unmanned, Airborne & Sensor Division

Camber - Huntsville, AL

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

Team Project

CSCI4800: Human-Computer Interactions

The University of Georgia

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

Game Development

CSCI302: Software Development

The University of Georgia

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
- Devised complex algorithms to integrate multidimensional arrays into game logic for Reversi

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)
- Tutored students K-12 & college level in mathematics at the Mathnasium Learning Center