

**Contact Information:**

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# Alex Hollums

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**Mailing Address:**

102 Robinson Bend Trail

**OBJECTIVE**

Industrious self-starter with strong creative ability and experience in problem solving, strategy development, and computer programming seeking an internship in video game development to begin June of 2014

**COMPUTER SKILLS**

- **Programming Languages:** Java, C++, JavaScript, MATLAB, Assembly Language, HTML
- **Operating Systems:** Mac OSX, Windows 2000/XP/Vista
- **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](http://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](http://tenstringserenade.com))