

Aleksandr (Sasha) Volokh

Education

2019—Present	Ph.D. in Computer Science (in progress), University of Southern California
2014—2018	B.S. in Computer Science, University of California, Santa Barbara

Publications

October 2023 <i>(to appear)</i>	Automatically Defining Game Action Spaces for Exploration Using Program Analysis. Sasha Volokh and William G.J. Halfond. <i>In Proceedings of the Nineteenth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-23)</i>
September 2022	Static Analysis for Automated Identification of Valid Game Actions During Exploration. Sasha Volokh and William G.J. Halfond. <i>In 17th International Conference on the Foundations of Digital Games (FDG) (Best Paper Award)</i>
July 2021	SAND: a static analysis approach for detecting SQL antipatterns Yingjun Lyu, Sasha Volokh, William G.J. Halfond and Omer Tripp. <i>In Proceedings of the International Symposium on Software Testing and Analysis (ISSTA) (Distinguished Paper Award)</i>

Professional Experience

May 2021—Aug 2021	Software Engineer Intern, Virtualitics, Inc. Developed a web-based data visualization product with Blazor and Babylon.js
May 2020—Aug 2020	Programmer Intern, Heavy Iron Studios, Inc. Gameplay programming for an Unreal Engine based game and web development for a customer support system
Jun 2016—Aug 2019	Software Engineer, Opus Logica, Inc. Web and Android development for a GIS system

Other Activities

June 2023	Reviewer for two papers in the AIIDE-23 conference
August 2022	Game jam participant at the 4th International Summer School on Artificial Intelligence and Games, received 3rd place for game AI project <i>MarNEO</i>

Skills

Languages	C/C++, C#, Python, Java, JavaScript, HTML/CSS, bash
Game Engines	Unity, Unreal Engine
Graphics	Babylon.js, OpenGL
Web	Blazor, AngularJS, WebGL, Node.js, Jetty
Mobile	Android
Databases	PostgreSQL/PostGIS, SQLite
Version Control	Git, Perforce