

ALEXANDER GRABOWSKI

CONTACT

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PROFILE

I have been professionally developing games for the last two years, and recreationally my entire life. I am proficient in a diverse range of full-stack toolchains targeting game and web development. I can frequently be found in international fan games, hackathons, and game jams, expressing my passion for applied learning games and FOSS. I developed my leadership skills early, achieving the rank of Eagle Scout, and continued developing my leadership skills guiding competitive e-sports teams to compete at the national level and igniting passion in STEM teaching kids ages K-12. **I am a lifelong, self-driven learner and problem solver.**

SKILLS

- Unity, Godot, Phaser, Three.js
- Pixi.js, HLSL (Unity), GLSL (Three.js)
- C, C++, C#, TypeScript
- Node.js, NPM, Vite, Webpack
- Github Actions, Docker
- Firebase BaaS, Real-time Database, Analytics API
- Digital Illustration, Figma, Illustator, Photoshop
- Linux Enviornments

EXPERIENCE

Gameplay Programmer at *Field Day Learning Games* **2022.01–2023.05**
<https://fielddaylab.wisc.edu/>
◊ Developer and junior designer on multiple projects including *Wake: Tales from the Aqualab*, client-side API for *Open Game Data*, and samller browser-based HTML5 games

Head Programming Instructor at *Code Ninjas* **2020.10–2022.12**
<https://codeninjas.com/>
◊ Developed programming curriculum for kids of various backgrounds in the K-12 age range spanning JavaScript, MakeCode Arcade, Roblox Studio, and the Unity game engine

Youth Esports Coach at *XP League* **2020.10–2022.12**
<https://www.xpleague.com/>
◊ Certified youth eSports coach through the Positive Coaching Alliance. Led the Sun Prairie league's Fortnite team to compete at the North American Finals 2022

PROJECTS

WAKE: TALES FROM THE AQUALAB.
Field Day Learning Games. **2022–2023**
<https://fielddaylab.wisc.edu/play/wake/>
An oceanography game targeting Chromebooks in middle school classrooms helping students learn scientific experimentation, modeling, and argumentation.
◊ Designed pivotal story and level layout elements of the introductory sequence for the game
◊ Brought gameplay systems to life in Unity, implementing user interfaces for the game's Shop, Observation Tanks, and Modeling
◊ Used in-house scripting tools to implement over seventy-five percent of the quests in the game

UNANNOUNCED HTML5 BROWSER GAMES.
Field Day Learning Games. **2023**
<https://github.com/opengamedata/opengamedata-js-log/>
Point-and-click, browser-based games targeting mobile tablets and other handheld devices.
◊ Built data analytics and logging tools for real-time data collection with Firebase in collaboration with the Open Game Data project
◊ Developed the game's dialogue system building text-parsing tooling which extended scripts written in YarnSpinner
◊ Adapted the game's graphics to make use of both WebGL and Canvas rendering styles to meet different tablet and mobile limitations

EDUCATION

USER EXPERIENCE DESIGN CAPSTONE CERTIFICATE
University of Wisconsin—Madison **2023–pres.**

BACHELOR OF ARTS IN COMPUTER SCIENCE
University of Wisconsin—Madison **2019–2023**
◊ Certification (minor) in Game Design
◊ Certification in Digital Art
◊ Certification in Professional Japanese Communication