

# ALEXANDER GRABOWSKI

## CONTACT

✉ xander@xangrab.com  
🌐 <https://xangrab.com/>  
🐙 <https://github.com/XanGrab/>  
📄 <https://github.com/XanGrab/>

## 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 a sense of leadership early, achieving the rank of Eagle Scout, and continued developing my leadership skills guiding competitive e-sports teams to compete at the national level. **I am a lifelong, self-driven learner and problem solver.**

## SKILLS

- Game Engines
  - Unity
  - Godot
  - Phaser
- Graphics Libraries
  - Pixi.js
  - HLSL (Unity)
  - GLSL (Three.js)
- Programming Languages
  - C++
  - C#
  - TypeScript
- Web Development Tools
  - Node.js
  - Vite
  - Webpack
- DevOps & Services
  - Github Actions
  - Docker
  - Firebase BaaS
- Digital Illustration & Wireframing
  - Figma
  - Illustator
  - Photoshop

## 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 smaller 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

### MOTHER<sup>2</sup>.

*Unattached*

2021–pres

<https://www.youtube.com/watch?v=zWeF1jRstLk>

Released in 1994 as MOTHER 2 in Japan and as EarthBound in the west, MOTHER<sup>2</sup> is a full-length ground-up reimagining of the game by fans for fans.

### 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