

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 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

MOTHER².
Unattached **2021–pres.**
<https://www.youtube.com/watch?v=zWeF1jRstLk>
Released in 1994 as MOTHER 2 in Japan and as EarthBound in the west, MOTHER² is a full-length ground-up reimagining of the game by fans for fans.

- ◊ Designed and developed a multitude of features for the project contributing to over 35% of the entire codebase
- ◊ Conducted playtester surveys and interviews to inform design of new features

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