ALEXANDER GRABOWSKI

DEVELOPER & DESIGNER

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🔗 https://xangrab.com/

🐙 https://github.com/XanGrab/

🎮 https://xangrab.itch.io/

📖 EDUCATION

University of Wisconsin Madison **2023**

Bachelor of Arts
Computer Science   **3.75**

Certification

- UW Madison - Game Design
- UW Madison - Studio Art (Digital)
- UW Madison - Professional Japanese Communication
- UW Madison - User Experience Design Capstone
- BSA - Eagle Scout Rank

⬡ SKILLS & TOOLS

- Unity Game Engine (C#)
- C++ Programming
- Game CI/CD
  - Github Actions
  - Docker
- Agile Methodologies & Workflows
  - Scrum & Sprints
- React \ Vue \ Svelte
- Node.js Ecosystem
  - TypeScript
  - NPM & Vite
  - Rollup & Webpack
- Firebase BaaS
  - Analytics Services
  - Real-time Database
- Rendering Libraries
  - PixiJS & ThreeJS
  - CSS & SVG Animations
  - HLSL in Unity
- Linux Environments
- Figma
- Adobe Illustrator

ABOUT

   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 am frequently found in international fan games, hackathons, and game jams, expressing my passion for applied games and FOSS. I achieved the rank of Eagle Scout before graduating high school 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.

EXPERIENCE

Field Day Lab - UW–Madison   **Jan 2022 - May 2023**

https://fielddaylab.wisc.edu/

Gameplay Programmer & Junior Designer

Wake: Tales from the Aqualab

https://fielddaylab.wisc.edu/play/wake/

A science practices game targeting Chromebooks for 6-9th grade students.

- Designed pivotal story and level layout elements of the game's introductory sequence
- Brought gameplay mechanics to life in Unity, implementing the game's Shop UI, and expanding upon systems in the game's Experiment Tanks
- Used in-house scripting language to bring the work of writers, designers, and developers together to implement Aqualab's quests
- QA Testing using Trello and in-house logging tools

Unannounced Browser-based HTML5 Games

Point-and-click web games targeted at mobile tablets and phones.

- Implemented the game's core mechanics
- Adapted the game's graphics to make use of both WebGL and Canvas rendering styles to meet different tablet and mobile limitations
- Developed the game's dialogue system building text-parsing tooling which extended scripts written in YarnSpinner
- Built logging tools for real-time data collection with Firebase

Code Ninjas | XP League   **Oct 2020 - Dec 2022**

https://codeninjas.com/   https://www.xpleague.com/

Head Programming Instructor & Esports Coach

- Developed programming curriculum for kids of various abilities ages 6-12 in Unity, JavaScript, and Roblox Studio (Lua)
- Led the Sun Prairie league's Fortnite team to compete at the North American Finals 2022
- Certified youth eSports coach through the Positive Coaching Alliance.