


# ALEXANDER GRABOWSKI

## DEVELOPER & DESIGNER

 xander@xangrab.com

 <https://xangrab.com/>

 <https://github.com/XanGrab/>

 <https://xangrab.itch.io/>

## EDUCATION

**University of Wisconsin Madison** 2023

Bachelor of Arts 3.75  
Computer Science

### Certificates

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

## SKILLS & TOOLS

- Unity Game Engine (C#)
- C++ Programming
- Godot
- Game CI/CD
  - Github Actions
  - Docker
- Agile Methodologies & Workflows
  - Scrum and 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
- Adapting 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

Dec 2022 - Oct 2020

<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.