

Alexander Grabowski

Madison, WI | ajgrabowski@wisc.edu | xangrab.com

linkedin.com/in/alexander-xander-grabowski-8164481a1 | github.com/XanGrab

Education

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- M.S. in Curriculum and Instruction**, University of Wisconsin—Madison Sept 2024 –
Focus: Design, Informal, Creative, Education
- Capstone Certificate in UX Design**, University of Wisconsin—Madison Sept 2023 – Aug 2024
Focus: Games User Research & Design
- Bachelor of Arts in Computer Science**, University of Wisconsin—Madison Sept 2019 – May 2023
Certification (Minors): Software Engineering, Game Development, Digital Art, Japanese Communication

Development Experience

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- Design Intern**, Field Day Learning Games – Madison, WI Oct 2024 –
- Development of home website's front-end and content management features
 - Implementation of the content management system and quality assurance testing for incoming games in the *Vault* game library
- Software Engineering Intern**, Field Day Learning Games – Madison, WI Jan 2022 – May 2023
- Development of core gameplay mechanics and features in games such as *Wake* and unreleased titles
 - Implementation of continuous integration and delivery systems for games using GitHub Actions
 - Quality assurance testing for in-game quests and data validation

Informal Instruction

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- Student Technology Trainer**, UW—Madison: Division of Information Technology (DoIT) Aug 2024 –
- Expanded the instructional content areas to include new workshops and training manuals for game development technologies such as Godot, Unity, and Figma
 - Developed existing programming materials in Python, JavaScript, and C# by creating new project-based exercises that increased student engagement and turnout
- Game Development Instructor**, Maydm Inc – Madison, WI Jun 2024 – Aug 2024
- Developed introductory programming curriculum for secondary students ages 10+ focused on conditional logic, object-oriented programming, and simple game loops using C# the Unity game engine
 - Taught various hard technical skills including visual asset creation, rapid digital and paper prototyping, and multi-platform publishing using game engines.
 - Introduced students to software development concepts within an iterative design process that emphasized the integration of player feedback and collaboration
- Head Programming Instructor**, Code Ninjas – Sun Prairie, WI Nov 2020 – Jun 2022
- Coached youth Fortnite esports team to compete in XPLLeague's North American Finals in 2022.
 - Developed introductory game development and programming curriculum including materials in JavaScript, Roblox Studio (Lua), and the Unity game engine.
 - Taught various principles of STEM and IT to a diverse range of kids ages K-12 which included project-based lessons in Scratch and MakeCode Arcade.

Publications

Probably like a Masters thesis title here?

May 20XX

Alexander Grabowski, John Doe, Frodo Baggins

put.doi.here

Projects

Vault Learning Library

www.vault.fielddaylab.wisc.edu

Tools Used: Squarespace, JavaScript code injection, Google Workspace Suite

- Guided and managed interns in the process of creating and managing the content in Squarespace
- Implementation of a web form for game studios to publish their educational game on the site

Wake: Tales from the Aqualab

Tools Used: Unity Game Engine, C#, Firebase, in-house scripting languages

github.com/fielddaylab/wake

- Implementation of the modeling features, dialogue, quests, and data analytics of the game
- Implementation of user interfaces in Unity 3D and traditional HTML5-Web environments for 2D games

Open Game Data: JavaScript Client Logging Package

github.com/opengamedata

Tools Used: JavaScript, Node.js, Firebase

- Developed a Node.js service package for logging data in web games with OpenGameData's servers.

Technologies

Game Engines

- Unity
- Godot
- Phaser HTML5 framework

Vector Illustration Programs

- Figma
- Adobe Illustrator
- Inkscape

JavaScript Web Libraries

- Node.js runtime ecosystem (npm, webpack, etc)
- Graphics rendering libraries (pixi.js, THREE.js, etc)

Web Development/Publishing Platforms

- Hugo static web framework and CMS
- Wordpress blog and publishing tool
- Squarespace website publishing tools