

Zander Brumbaugh

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EXPERIENCE

Noah's ARK, CSE — *Researcher*

May 2023 – PRESENT

I research with Professor Noah Smith's ARK lab. My focus is on improving language models for real-world applications, specifically in model alignment, interpretability, and factuality.

Gamebeast — *CEO*

October 2023 – PRESENT

Gamebeast is bringing robust LiveOps and algorithm optimization products to UGC platforms like Roblox and UEFN. Part of the Speedrun accelerator program at Andreessen-Horowitz (a16z).

Code Metal AI — *ML Researcher (Language)*

October 2023 – PRESENT

Accelerating the journey from algorithmic breakthroughs to hardware applications with innovative language model methods.

Orange Comet — *Metaverse Platform Lead*

November 2022 – PRESENT

Leading strategy and execution for top brands entering game creation platforms like Roblox, Fortnite, and Minecraft.

Project EMAR, CSE — *Researcher*

July 2022 – July 2023

A multidisciplinary research project focused on robotics, programming, and social sciences. I have co-authored two papers related to my work with the project.

Creative AI Research, DXARTS — *Researcher*

December 2020 – March 2021

I worked with image captioning and object detection frameworks to develop other AI/ML models with creative and practical applications.

SKILLS

- Programming skills in Python, C, C++, Lua, Java, and Go.
- Experience as a technical author and NLP researcher.
- Team coordination and leadership.
- Business fiscal management and budgeting.

AWARDS

UW Dean's List I've received this placement award throughout various quarters.

SIGDOC '23 Best Paper Award For my work as co-author on our submission to the conference.

LANGUAGES

English

German

Publications

Language Models: A Guide for the Perplexed — *Co-author*

November 2023

A broad-audience tutorial on the history, current capabilities, and potential future of language.

Low-Effort, Unqualified, and Malicious User Behaviors in Online Human-Robot Interaction Studies — *Co-author*

May 2023

SIGDOC '23, ACM International Conference on Design of Communication. Received the conference's Best Paper award.

Tell Me About It: Adolescent Self-Disclosure with an Online Robot for Mental Health — *Co-author*

March 2023

HRI '23, ACM/IEEE International Conference on Human-Robot Interaction.

Coding Roblox Games Made Easy Series — *Author*

January 2021, June 2022

My best-selling book series on Luau programming and game design. *Coding Roblox Games Made Easy* (ISBN 978-1-80056-199-1) and 2nd edition (ISBN 978-1-80323-467-0).

EDUCATION

University of Washington, Seattle, WA — *M.S., Computer Science*

September 2023 – March 2025

University of Washington, Seattle, WA — *B.S., Computer Science*

September 2019 – June 2023

Black Hills High School, Tumwater, WA — *Diploma*

September 2016 – June 2019