

Alex Kaplan

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SKILLS

Technical: Unity; Godot; JIRA; Microsoft Office Suite

Languages: C#; Python; R; C; JavaScript; SQL; HTML; CSS; C++

EXPERIENCE

FableVision Studios

Boston, MA

Production Assistant (Contract)

January 2026 – Present

- Assisted with design, production, and budgeting of five business-to-business educational interactive media projects.
- Facilitated cross-team communications and developed a custom JS tool to synchronize project SQL databases with Google Sheets.
- Managed day-to-day processes of a five member front-end development team on a six-figure interactive assessment program, including asset management, bug tracking, in-house QA, and client-to-developer communications.

Freelance

Remote

Full Stack Web Developer

September 2025 – Present

- Designed, developed, implemented, and released full-stack web applications for small businesses throughout the United States.
- Implemented custom sites and web apps using common tech stacks and platforms including LAMP, NextJS, Wix Studio, static HTML, Wordpress, and ORMs such as Drizzle and Prisma.
- Integrated front ends of sites with multiple database management systems, including SQL and PostgreSQL.

Wesleyan University

Middletown, CT

Senior TA: Small Team Software Development

Dec 2023 – May 2025

- Designed and taught pre-class preparatory courses to 40 students and led a team of four TAs in administering course.
- Introduced game design and development concepts using C#, Unity, and Godot, including the core gameplay loop, AGILE methodology, game engine selection, and best practices documentation. Oversaw biweekly design/code review.
- Administered Hackathons and provided student support throughout the development of short and long-term projects.

TA: Software Engineering

Sept 2023 – Dec 2023

- Developed and taught lessons in Software Engineering and Web Development using React, React Native, and the LAMP stack.
- Engaged in peer programming and code reviews during biweekly office hours.

PROJECTS

Rock Hunting with Mohs

Middletown, CT

Gameplay/Level Designer, Programmer, Writer

Jan 2023 – May 2023

- Developed an educational game targeted at 2nd – 5th graders that teaches the basics of geology.
- Practiced AGILE methods including scrums, weekly sprint planning meetings, McConnell metrics, and bi-weekly code reviews.
- Designed, wrote, implemented, and tested four levels with 19 Unique NPC interaction scripts and 10 puzzles using Unity and C#.
- Presented development, marketing, and budget plans to games industry professionals. Won first prize in course competition.

S-Tier Hitman

Middletown, CT

Creator, Programmer (IDEA 350 Hackathon 2023)

February 2023

- Designed and developed real-time demo of an arcade-style video game in a five-person team in 30 hours.
- Refactored architecture and codebase individually for WebGL release of the product, achieving 50% increase in frame rate and 20% decrease in load time.

Honors Thesis – Drawing the Line: Algorithmic Redistricting and the Supreme Court

Middletown, CT

Writer, Programmer

Sept 2024 – April 2025

- Implemented Sequential Monte Carlo sampling program to generate redistricting ensembles using Python and R. Constructed demographic and geographic weighting designed to simulate differing initial conditions for the redistricting process.
- Utilized tidyverse packages for automated large-scale data processing and visualization.

EDUCATION

Wesleyan University

Middletown, CT

Degree: B.A. with Honors in Computer Science and Interactive Media

Sept 2021 – May 2025

GPA: 3.73 / 4.00 | Honors: Dean's List, Horace White Fellowship, Departmental Honors

Relevant Coursework: Linear Algebra, Algorithms and Complexity, Video Game Architecture in Unity, Discrete Mathematics, Automata Theory and Formal Languages, and Design of Programming Languages

OTHER EXPERIENCE

Campaign Trail 3000

Westfield, NJ

- Created an original board game that won a silver prize at the [2025 Serious Play Awards](#).

Wesleyan University

Middletown, CT

- Directed two *a cappella* groups and was featured in a [New York Times article](#).
- Founding member of Wesleyan's game design club and helped design the Interactive Media and Game Design minor.
- Appointed to College of Design and Engineering Studies' Major committee.

Vineyard Sound

Martha's Vineyard, MA

- Managed budget and expenses of 501(c)(3) organization, organizing charity *a cappella* performances on Martha's Vineyard.