

Alex Krabach

Experience

May 2022 – Current

Technical Expert | Apple

Involved with customer appointments, device repairs, and parts inventory management.

January 2024 – Current

Teaching Assistant | Lake Washington Institute of Tech

Assists with Associate level classes by hosting office hours, answering questions in class, and helping the professor plan assignments.

July 2024 – August 2024

AI Contract Experience | Black is Tech

Created a Unity-based experience called “Rap vs AI”, presented at the Black is Tech 2024 Conference, using Azure Speech, OpenAI, and ReadyPlayerMe API.

Projects and Additions

Project Cypher | Class Project Manager

Responsible for team organization, project deadline completion, job assignment, and overall documentation for a ten week course.

Starchild | Class Project Manager

Continuation of the Project Manager role, furthering my management experience and focusing on portfolio deliverables.

Tales and Trials | Creator

Solo class project that turned into a successful Kickstarter campaign, later turned to hiring art team. This card game was later presented at PAX.

Commanding Officer | ROTC/JROTC

Led a company of +120 cadets, involved with hosting regionals competition, a full-fledged cadet staff, and a military ball.

References available upon request



Contact

alex@krabach.com

(419) 490 – 4861

alex.krabach.com

Education

Associates in Computer Science
Everett Community College,
2021

Bachelors in Game Design
Lake Washington Institute of
Technology, 2025

Skills

Software:

Confluence / JIRA

Figma

Unity

Maya

Adobe/MS/Google Suite

Programming Languages:

HTML / CSS / JavaScript

C++ / C#

Python

Java

Unity Visual Scripting

LabView