Jack Drabenstadt

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EDUCATION

- **University of Pittsburgh** — Pittsburgh, PA
  B.S. in Digital Narrative & Interactive Design; B.S. in Computer Science — *Expected Spring 2026*

EXPERIENCE

- **University of Pittsburgh** — Pittsburgh, PA
  Independent Study in Game Development — *Current*
  - **Game Design & Development**: Designing and developing an original game from concept to implementation, managing full development pipeline including design documentation, prototyping, and iteration.

- **University of Pittsburgh** — Pittsburgh, PA
  Undergraduate Research Assistant — *December 2024 - August 2025*
  - **Distributed Systems Research**: Developed C code for intrusion-tolerant distributed systems research, contributing to systems security and fault tolerance research projects.
  - **Collaboration**: Collaborated with research team on implementation and testing protocols.

PROJECTS

- **The Very Hungry Caterpillar Interactive Adaptation**: Creating an interactive digital adaptation exploring computational narrative design and implementing interactive storytelling mechanics with focus on user experience design. (Fall 2024)
- **DIY Multi-Room Home Audio System**: Built synchronized multi-room audio streaming system using Snapcast, Raspberry Pis with custom DACs, and Docker containerization. Designed and 3D-printed custom enclosures. Integrated Librespot for Spotify Connect functionality across entire home network.
- **Home Server**: Designed and maintained self-hosted server infrastructure with 50TB RAID storage running Docker containerized services. Configured reverse proxies, DNS management, and security hardening with fail2ban. Serves media and applications to multiple users with focus on uptime and reliability.
- **Discards**: Game development project created for coursework. Developed using Unity/Godot.
- **Strangers Path**: Game development project created for coursework. Developed using Unity/Godot.

GAME JAMS & COMPETITIONS

- **Games for Social Impact Game Jam**: Received First Penguin Award. Participated in rapid game development focused on social impact themes at University of Pittsburgh (2024, 2025). Collaborated with interdisciplinary teams to create meaningful game experiences under tight deadlines.

TECHNICAL SKILLS

- **Programming Languages**: C, Python, Java, HTML, CSS, GDScript

- **Game Development**: Unity, Godot

- **Tools & Systems**: Git, Docker, Linux, Networking, Containerization

- **Hardware & Media**: Raspberry Pi, 3D Printing, Audio Hardware, Adobe Photoshop, Adobe Premiere

- **Specializations**: Game Design, Narrative Design, Interactive Storytelling, UX/UI Design

RELEVANT COURSEWORK

- Introduction to Game Studies, Immersive Media Technologies, Digital Narrative and Interactive Design, Narrative and Technology, Programming Languages for Web Applications, Software Quality Assurance, Algorithms & Data Structures, Cinema and Video Games, Introduction to New Media