

Maze Labowitz

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EDUCATION

Wesleyan University, Middletown, CT

September 2022 – May 2026

Bachelor of Arts in Computer Science, GPA: 3.98/4.00

Minor in Integrated Design, Engineering, Arts and Society

Minor Concentration in Interactive Media and Game Design

SKILLS

Programming Languages: C, C++, C#, Java, Python, GDScript, SML, HTML/CSS/JS, PHP/SQL, Lua

Game Engines: Unity, Godot, Processing, Pico8, Scratch

Software Production: Agile, Scrum, Git, GitHub, GitHub Projects, Jira, Gantt, Kanban

Graphic Design Software: Adobe Illustrator, Adobe Photoshop, Affinity Suite

EXPERIENCE

Founder, President at Make Games @ Wes

December 2024 – Present

- Lead and plan meetings for the game design club at Wesleyan University, totaling 23 members.
- Coordinate with vendors, guest speakers, and university administration for game jams and events.

Game Director, Programmer at Team Fripper, *Torunki Island*

June – August 2024

- Led a team of five in developing an unreleased game featuring minigames, exploration, and puzzles.
- Defined the game's core vision and mechanics, managing planning and collaboration across game design, art, audio, and story using Discord and GitHub Projects.
- Developed key gameplay systems in Godot using GDScript, including player movement, puzzle mechanics, NPC behavior, UI, scene management, and minigames.

Student Forum Leader at Wesleyan University, *Interactive Prototype Studio*

January – May 2024

- Designed and taught a full-credit course focused on weekly game projects, resulting in 44 student games.
- Provided hands-on support and constructive feedback on student projects and reflections.
- Created comprehensive reference materials to guide future instructors in teaching the course.

PROJECTS

Educational Game Designer at Educational Gaming Lab, *Cantoludus*

March – May 2024

- Co-designed a card game to reinforce music theory fundamentals for high school and college students.
- Led goal-oriented playtests and rapid design iteration with prototypes and Tabletop Simulator, focused on variety, balance, accessibility, gameplay flow, and educational effectiveness.
- Presented on design, process, and use of pedagogical ideas (repetition, well-ordered problems); selected as Teaching Apprentice for the Educational Gaming Lab course for Fall 2024.

Unity/C# Programmer, UI Designer, Scrum Master, *Rock Hunting with Mohs*

February – May 2023

- Engineered robust system architecture and game logic in Unity/C#, enabling player movement, environment interactions, and branching event sequences.
- Designed and implemented intuitive UI features, including menus, a world map, dialogue boxes, and an interactive journal, collaborating with artists to enhance engagement and immersion.
- Managed a 13-week development cycle using Jira and Scrum for a team of five, ensuring on-time delivery.
- Authored detailed technical documentation to outline game systems and design, contributing to the project's recognition as the best among four competing teams by industry professionals.

Product Lead, Graphic Design Lead, Game Designer, *3-2-1! The Card Game*

September 2021 – June 2022

- Developed and refined game rules for a tiny, fast-paced card game focused on strategy and accessibility.
- Integrated playtester feedback and contributions from a team of eight into a cohesive final product.
- Designed intuitive, playful card templates and packaging for a set of 27 unique cards.

Solo Independent Game Development

2013 – Present

- Published 52 Games on Itch.io and Scratch Platforms.
- Garnered a total of 160,000+ views and received 17,000+ likes and positive reviews.