

GAME DESIGN LECTURER | COURSE COORDINATOR | CURRICULUM DEVELOPER

PROFESSIONAL PROFILE

Game Design Lecturer and Course Coordinator specialising in Unreal Engine education, curriculum development and technical game development. Coordinates Level 3, co-coordinates Level 4, and contributes to Level 5 provision. Combines current technical practice with a practical, learner-centred approach to curriculum development.

[VIEW PORTFOLIO](#) → aleksandrskupruks.com

PROFESSIONAL EXPERIENCE

Boston College — **Game Design Lecturer & Course Coordinator**

Boston, Lincolnshire | 2025 – Present

- Coordinate the Level 3 Game Design programme, including curriculum planning, delivery and learner progress.
- Redesigned the programming curriculum around Unreal Engine 5, building new teaching resources and aligning delivery with qualification outcomes.
- Co-coordinate Level 4 Game Design and contribute to the development of Level 5 provision and assessment briefs.
- Support wider departmental adoption of Unreal Engine by adapting resources for Computing provision and supporting colleagues with delivery.
- Act as a personal tutor, providing academic and pastoral support while helping learners progress from little or no programming experience to ambitious technical projects.

CURRICULUM LEADERSHIP & IMPACT

- Develop curriculum iteratively using learner progress, assessment milestones and classroom experience to refine sequencing, pace and delivery.
- Created a substantial library of long-form video learning resources to support independent study, recap and catch-up.
- Enabled learners with little or no prior programming experience to progress towards increasingly ambitious Unreal Engine projects through structured technical teaching and independent learning resources.
- Contribute to course structure, assessment design, cross-course development and the wider learner experience.

TECHNICAL & SUBJECT EXPERTISE

Unreal Engine 5 | Blueprints | C++ | Gameplay Programming | Animation Systems

Multiplayer & Networking | PCG | PhysX | Git/GitHub | Technical Resource Development

EDUCATION

Level 3 Award in Education and Training

Boston College | 2026

BSc (Hons) Games Computing

First-Class Honours

University of Lincoln | 2025

National Extended Diploma in Computing Level 3

Double Distinction

Boston College | 2021–2022

EARLIER EXPERIENCE

Student Researcher — LiNC Higher

Boston College | 2020–2021

Conducted learner research through surveys and interviews, analysed feedback and presented findings to stakeholders.

PROFESSIONAL DEVELOPMENT

- Microsoft Certified: Azure AI Fundamentals
- Microsoft Certified: Azure Data Fundamentals