

Robbie Sieczkowski

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EDUCATION

PhD in Informatics, University of Illinois Urbana Champaign, 2028 (anticipated)

BS in Media and Cinema Studies, University of Illinois Urbana Champaign, 2022

Overall GPA: 3.68

EMPLOYMENT

University of Illinois Urbana Champaign

May 2023 - Present

Graduate Research Assistant, Informatics Department

Producer at the stu/dio, a student-run game and XR development management team in Game Studies and Design at Illinois.

- Began as the Design Lead, managing game designers across various serious game projects.
- Promoted to Producer, overseeing high level production of a rapidly growing number of up to 14 simultaneously active video game development projects with full staff including designers, artists, project managers, and programmers.
- Lead the stu/dio Leads management team with our game industry veteran Director, running operations and guiding development processes with our 40+ paid student work staff.
- Collaborated with sponsors and Leads to develop high level project design visions and set serious game production requirements including technical game systems, staffing plans, and budget estimates.
- Provided production consultations with several research and development groups on and off campus, later taking some on as sponsors of funded game and immersive development projects.

University of Illinois Urbana Champaign

January – May 2023

Teaching Assistant, College of Media

Facilitate three twice-weekly 16-student Labs as TA of MACS 260: Film Production.

- Supervised students through the planning, production, and editing phases of film production during three separate instances of short film imitation exercises.
- Supported 6 full student crews to produce short films entirely of their own ideation by the end of the semester.
- Respectfully mediated several instances of interpersonal student conflict outside of class hours.

University of Illinois Urbana Champaign

August – December 2022

Teaching Assistant, Informatics Department

Led two 25-student Discussion sections as TA of GSD 101: Introduction to Game Studies.

- Facilitated presentations and involved discussions to teach all steps in the game design process in addition to a survey of the Game Studies and Design curriculum on campus.
- Guided 10 student teams to the completion of complete game boards by providing in-person help and a consistent wealth of best game design practices.

- Graded several hundred game design journals and game development projects throughout the course of the semester.

TECHNICAL STRENGTHS

Programming languages: Python, Java, C#
Tools and Frameworks: Unity 3D, Adobe Suite, Blender, Figma, RapidMiner, Excel
Others: VR Development, 360-Degree Video Production & Editing, Film Production, Web Development

PUBLICATIONS

Abstract in Open Conference Proceedings:

- “The mv lab spatial trainer MR demo”, Movement and Computing 2026, Practice Work

PRESENTATIONS

At Speaker Series:

- “Growing XR Development at Illinois: Inside the stu/dio”, IMMERSE 2025 fall speaker series
- “The stu/dio: a student management team for VR game development projects supporting education and research at UIUC through Game Studies & Design”, IMMERSE 2025 spring speaker series

CREATIVE WORKS

May 10, 2025 “A 360-degree experiment in deformation with ‘The Young Girls of Rochefort (1967)’”, MACS Student Showcase, A videographic essay about the camera as presence, or in other words, the camera as "being there"

HONORS

Inclusion on the List of Teachers Ranked Excellent by Their Students

University of Illinois at Urbana-Champaign | Fall 2022, Spring 2023

TEACHING

Classes as TA:

- MACS 260 Film Production, Spring 2023
- GSD 101 Introduction to Game Studies and Design , Fall 2022

SERVICE

Virtual Reality (VR) Club – *Academic Forum Host, President, & Unity VR Instructor*

2019 – Present

- In academic years 2022-23, '23-24, '24-25, and '25-26, created and hosted the club's academic forum, MiXR (Meetings involving eXtended Reality), a weekly space for faculty talks, XR hot topic round tables, and XR development community gatherings. Incorporated sessions with industry professionals and international scholars.
- Chaired club as *President* in academic year 2021-22, cultivating community to achieve record event attendance of 60+ individuals and tripling our online community's numbers to 500+ members over the course of two semesters.
- Directed social events, promoted at symposiums, and formed connections with faculty and research teams.
- Taught Unity3D VR development curriculum open to all members as *VR Drift Instructor* in Spring 2021.
- Utilized University COVID-19 protocol to ensure club ran safely as *Events Chair* in Fall 2020.

Informatics Doctoral Student Association – *Secretary*

2023 – Present

- Met monthly to discuss student needs and advance opportunities to advocate for them
- Organized PhD student community events for social and professional networking gatherings, including an annual colloquium event featuring a program alum