

David Brooks

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Education

Indiana University, Bloomington, IN
Luddy School of Informatics, Computing and Engineering
Bachelor of Science in Informatics
Cognate: Human-Centered Computing
Minor: Web Design

May 2025
GPA: 3.45/4.0
Dean's List

Technical Skills

Programming Languages: Python, Java
Database: SQL, PHP, Git Bash, Github
Web Development: HTML, CSS, Javascript, Figma
Data Visualization: Tableau, Microsoft Excel
Digital Arts: Adobe Photoshop, Adobe Illustrator, Adobe Premiere, Fusion 360

Certification

Tableau Desktop Specialist

January 13, 2025

Work Experience

Indiana University, Luddy School, Bloomington, IN

January 2022 - May 2025

Makerspace Lab Technician

- Assisted Indiana University students and staff with creative technologies such as 3D printers, laser cutters, and more
- Performed maintenance on machines as needed for optimal performance
- Trained other technicians in different jobs and machines within three makerspaces

Lavner Education, St. Louis, MI

June 2023 - August 2023

IT Intern/Instructor

- Taught kids ages 7-12 every week in a variety of STEM related camps such as coding, graphic design and robotics
- Assisted Lavner directors and instructors with lesson plans and maintained optimal organization for materials
- Monitored campers to ensure they are well-behaved and feel welcome in a safe and secure environment

Chick-fil-A, Whitestown, IN

July 2020 - July 2022

Back-of-House Lead

- Assisted in making food and serving customers as fast as possible with strong efficiency and communication
- Provided consistent and extraordinary customer service, treating customers with consideration and generosity
- Monitored coworkers and delegated tasks as a team lead to ensure production ran smoothly

Team Projects

Capstone Project - Cloud9

August 2024 - May 2025

2025 Student Choice Award Winner

- Selected students to form a team that would create a communication-focused project
- Worked with team to create various code, planning and design elements for the project, bringing forth new & creative ideas
- Met with the team regularly to stay on schedule and finish strong at the end of the year.

Integrating Inventory

August 2023 - November 2023

- Assigned with a team of students to find a possible solution to systematic problems of Ammunition within the Army
- Interviewed various military personnel to collect information and find pain points for the Army that can be improved
- Analyzed collected information to determine the best solution for our beneficiaries

Wearable Technology Prototype

August 2023 - November 2023

- Designed a user interface with a team of students to help prevent harmful sleeping positions and sleeping habits
- Created a wearable 3D printed prototype neck band that wraps around the users neck, representing tracked data while asleep
- Prototyped a mobile app that shows connection to the neck band and displays recorded information to the user