Jayden Brooks

jayden.patrick.brooks@gmail.com | www.linkedin.com/in/jaydenpb | jaydenpb.net

EDUCATION

Lassonde School of Engineering, York University — Toronto, ON
Honours Bachelor of Arts in Computer Science — *Current – 2025*

EXPERIENCE

Web Development Intern — July 2021 – Sept 2021
Tunji Design — *Toronto, ON*
- **Developed and maintained** websites for clients of Tunji Design.
- **Adapted to input and criticism**, as well as excelled at **working under a deadline.**

Contract Web Developer — Jun. 2021 – Present
Remote work — *Brampton,ON*
- Established a **website development and management** service.
- Assisted personal clients as well as collaborated with **professional companies** like *M5V Developments.*
- **Managed feedback** from my clients as well as worked based on their ideas and concepts.
- Installed **Wordpress CMS** on **DigitalOcean Linux** servers, using **SSH and Bash CLI** tools to host and manage the sites.

Private Computer Science Instructor — Mar. 2020 – Present
Self Employed — *Brampton, ON*
- Teach **computer science fundamentals** to racialized children ages (8-12).
- **Analyzed methods of communication and understanding** to ensure success the students, as well as Adapted course content to fit specific students.
- **Innovated** on existing methods of computer science education by supplementing them with learning resources and assessments **designed by and implemented by me**.

PROJECTS

Pomoduino | *HTML, CSS, Javascript, Python, Flask, C++, SQLite, Arduino, Git, Github* — May 2023
- An physical study timer that sends data metrics about how you study to a database, and displays the data to a front end website.
- Connected **C++** code to a **SQlite database**, and connected the database to a **HTML page** using **Python and Flask**.
- **Collaberated** with a team of developers for Methacks 2023.
- Source code managed with **Git**, maintained in **public Github repository.**

Godot Game Development | *Godot Engine, GDScript, C++, Git, Github* — May 2018 – Present
- **Developed and published** Games, Tech Demos, and Simulations in 2D and 3D using the Godot game engine.
- Worked in **Python-like GDscript**, designing and implementing **elaborate class structures** of both **composition and inheritance paradigms**.
- Innovated on the communal knowledge of the engine by **designing and documenting novel systems** for the engine.
- Manged projects with **Git** and maintain source code in **public Github repositories**.

EXTRA CURRICULAR / LEADERSHIP

Game Devs @ YorkU | *Founder* — Nov 2021 – Present
- **Solo Founder** and current **CO-president** of the Game Development Club at York University.
- Established an online community of **329 members** while maintaining and cultivating an in-person presence in the Lassonde community at York.
- Coordinate, Coach, and delegate work to a **Executive team of eight people**.
- Design, develop, and execute on **workshops and community events** in-person and online.

TECHNICAL SKILLS

Languages: JavaScript, SQL JSON, AJAX, HTML/CSS, SQL GDScript, Java, Python, C/C++
Frameworks and engines:React, jQuery, Node.js Flask, Svelte, Godot, Wordpress
Developer Tools: Linux, Bash, npm, Git, Github, VSCode, Visual Studio, PyCharm, IntelliJ, Eclipse, Vim

HOBBIES AND INTERESTS

Art: Constructional Drawing, Digital Drawing, 3D-Modeling, Creating assets for video games
Music: Playing Flute and Piano, Music composing, Listening to Jazz and derivative genres
Video Games: Game development, Turn-Based RPGs, Rouge-likes, Fighting Game Community, Retro Games, Indie Games
Learning: Reading non-fiction, writing, personal research and skill development