

Marcus Brooks

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EDUCATION

University of Maryland

Bachelor of Science in Computer Science

College Park, MD

Fall 2022

- **GPA:** 3.9 / 4.0
- **Relevant Coursework:** Algorithms, Advanced Data Structures, Game Programming, Database Design, Organization of Programming Languages, Intro to Human-Computer Interaction, Intro to Data Science, Programming Handheld Systems, Computer Systems Architecture

SKILLS

Languages: C#, Java, Javascript, HTML5, CSS3

Frameworks: React.js, Express.js

Version Control: Git, GitHub, Perforce

Game Engines: Unity

Familiar With: Kotlin, Python, C, Ruby, OCaml, Node.js, Redux.js, PostgreSQL, MySQL

WORK EXPERIENCE

Vortex Games

Game Developer

Remote

Aug 2021 – Oct 2022

- Worked on the game Rushdown Revolt, working in C# with the Unity game engine.
- Created tooling that is used by developers to create new levels.
- Developed a camera tool that is used by the media department to create promotional videos, which resulted in 10x the amount of daily active users for several days following the launch.
- Implemented a system to respond to the intensity of combat in game, which crossfades music and controls background elements as combat intensity changes.
- Integrated tooling to change the settings for the combat intensity system.
- Made modifications to existing game modes and created new ones.

PROJECTS

Personal Project

The Amiibo Library

Rockville, MD

Spring 2023

- Programmed a website called The Amiibo Library to provide users with information on amiibos and help them manage their collection. Created using Javascript, HTML, CSS, React.js, Express.js, and MySQL.
- Website can be found at <https://amiibolibrary.com/>.
- Code for the front end can be found at <https://github.com/MarcusWebDev/the-amiibo-library>.
- Code for the back end can be found at <https://github.com/MarcusWebDev/the-amiibo-library-api>.

Introduction to Human Computer Interaction

University of Maryland Project: Kitchen Companion

College Park, MD

Spring 2022

- Collaborated with other developers to create a web application used to help users manage their kitchen inventory. Made using Javascript, HTML, CSS, and React.js
- Helped refine the design of the application.

Personal Project

Rainbow Angles

Rockville, MD

Winter 2019

- Built a website called Rainbow Angles to help players of the video game Rainbow Six Siege improve their knowledge of the game. Developed using Javascript, HTML, CSS, React.js, and Redux.js.
- Website can be found at <https://rainbowangles.com/#/>.
- Code can be found at <https://github.com/MarcusWebDev/rainbowAngles>.