

# Marcus Brooks

Greater Washington Metropolitan Area

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## SKILLS

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**Languages:** Javascript, Typescript, HTML5, CSS3, Sass, C#, Java

**Frameworks:** Remix, Redux, Express

**Libraries:** React, Mapbox

**Version Control:** Git, GitHub

**Testing:** Jest, React Testing Library, Storybook

**Database:** Redis, PostgreSQL

**Other:** Jira, Bitbucket, Figma, Node.js, Google Analytics

## WORK EXPERIENCE

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### Center for Advanced Transportation Technology Lab (CATT Lab)

**Remote**

*Junior Software Engineer*

June 2023 – Present

- Implemented a redesign of a web application with several new pages and features as the sole engineer writing code, which is now on display in the Maryland lieutenant governor's office.
- Pivoted across four projects and quickly adapted to the codebases while delivering meaningful contributions.
- Handled deployments for all product environments.
- Improved code quality through constructive and detailed comments during code reviews.
- Collaborated with UX Designers to make enhancements to UI design for the web applications.
- Designed and created icons in Figma for use within our applications.

### Vortex Games

**Remote**

*Game Developer - Rushdown Revolt*

Aug 2021 – Oct 2022

- Facilitated the creation of new game levels by building reusable tooling for developers.
- Developed a promotional video camera tool for the media department, resulting in a 10x increase in daily active users for several days
- Created a responsive and configurable system that adjusts music and background elements as in-game combat intensity changes.
- Modified existing game modes and created new ones.

## EDUCATION

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**University of Maryland**

**College Park, MD**

*Bachelor of Science in Computer Science*