Mila Brooks - Game Developer

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Passionate game developer with expertise in Unity and a strong background in UX/UI design

SKILLS
Languages: C# (Advanced), Java (Advanced), Javascript (Intermediate), C++ (Intermediate)
Tools: Unity 2D & 3D, Visual Studio, Git, Clip Studio Paint
Other: UX/UI, Visual Design

EDUCATION
Western Washington University - **B.S. in Computer Science** (*2022 – 2025)*

PROJECTS

Sitka Salmon - **Senior Capstone**   Play the game: https://stevengrubb.com/
- Partnered with the Sitka Sound Science Center to create an educational game about the salmon lifecycle
- Collaborated in a small team using Agile methodologies and weekly client meetings
- Developed in C# and Unity 2D
- Created custom sprite assets using Clip Studio Paint

Therapy Virtual World – **Undergraduate research project**
- Designed and developed game UI through an iterative design process
- Optimized performance using LOD
- Integrated Fishnet in Unity to enable multiplayer functionality and ensure smooth UI-server communication

Grimm Escape – **3D Adventure Game**
- Developed player controls, object interactions, and gameplay management in Unity (C#)
- Used GitHub to manage version control and collaboration in a small group
- Collaborated on a game design document to guide development

Deadwood - **Digital Board Game**
- Translated board game ruleset into a functional digital version
- Designed and implemented an interactive UI for players
- Developed a Java based object oriented system for gameplay logic

WORK EXPERIENCE:
The Comics Place (April 2023 – Present)
- Assisted with testing in-development POS system to identify bugs
- Used Shopify to manage store website, validate database information, and manage online orders

References available upon request.