Mila Brooks

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Enthusiastic senior computer science student passionate about indie games and creative storytelling

SUMMARY

- Experienced with C#, C, Java, JavaScript, SQL, and Visual Studio
- Used Unity and C# to design and developed multiple games, both individually and as part of a team
- Collaborated on several projects using design documents and code sharing through GitHub

Education:

Western Washington University - BS in Computer Science
2022 – 2025 (estimated)

PROJECTS:

Therapy Virtual World – **Undergraduate Research Project**

- Developed UI for gameplay using iterative design process
- Performance optimization using LOD
- Used Fishnet through Unity to allow multiplayer and ensure communication between UI and server

Microshell – **Mini Shell Project**

- Created mini shell in C for Unix, handles built in and system commands
- Used dynamically allocated memory and fork/exec/wait patterns
- Parses user input and handles errors

Grimm Escape – **3D Adventure Game**

- Worked with a small group in Unity with C# shared through GitHub
- Implemented player controls, object interactions, gameplay management
- Collaborated on a design document throughout the project

Deadwood - **Digital Board Game**

- Used OOD to translate a board game ruleset into a functional digital version
- Designed and created an interface for players
- Implemented a codebase using Java and object-oriented design principles

WORK EXPERIENCE:

The Comics Place (April 2023 – Present)

- Assisted with testing in-development POS system
- Used Shopify to help manage store website, validate database information, and manage online orders

References available upon request.