

Mila Brooks - Game Developer

(360) 842-9125

mila.eris@gmail.com

[linkedin.com/in/milabrooks/](https://www.linkedin.com/in/milabrooks/)

Passionate game developer and recent computer science graduate 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, Figma, Trello, Clip Studio Paint

Other: UX/UI, Visual Design, Agile, Debugging

EDUCATION

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

PROJECTS

Sitka Salmon - **Senior Capstone**

Play the game: <https://sitkasalmon.org/>

- Partnered with the Sitka Sound Science Center to create an educational game about the salmon lifecycle
- Practiced Agile development with client-facing sprint reviews and iterative releases
- Developed gameplay systems in C# using Unity 2D
- Led visual design, creating 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 techniques
- Integrated Fishnet in Unity for 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 – May 2025)

- Assisted with testing in-development POS system to identify bugs
- Managed store website with Shopify, validate database information, and manage online orders
- Identified customer needs, provided personalized recommendations, and answered product questions

Other Interests: lockpicking, board games, visual arts, comics

References available upon request.