

Gabriel Thomas Brookman

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Education

CARLETON COLLEGE, NORTHFIELD, MN (GPA 3.66/STEM GPA 3.66)

- Second-year and prospective computer science major (Anticipated Graduation June 2020)
- Computer Science courses: Math of Computer Science (used LaTeX extensively), Data Structures (used Java extensively)
- Other STEM Courses: Calculus Sequence, Linear Algebra, Astrophysics, Principles of Chemistry
- Summer Computer Science Institute (2015)

CENTURY HIGH SCHOOL, POCATELLO, ID

- STEM AP tests: AP Calculus (5), AP Statistics (5), AP Chemistry (3), AP Physics (5), AP Biology (5)

ART OF PROBLEM SOLVING (AOPS) ONLINE SCHOOL

- Computer Science Coursework: Intermediate Programming with Python, Introductory Programming with Python
- Math Coursework: Intermediate Counting and Probability, Intermediate Number Theory, Introductory Number Theory, Introductory Counting and Probability

IDAHO SCIENCE AND AEROSPACE SCHOLARS

- Attended Idaho Science and Aerospace scholars program at Boise State University and NASA Ames Research Center

Work Experience

CARLETON COLLEGE MATH DEPARTMENT (2017-PRESENT)

- Calculus 111 grader for Dr. Owen Biesel
- Mathematica lab assistant

INFORMATION TECHNICIAN, IDAHO STATE UNIVERSITY; POCATELLO, IDAHO – MAY 2015 - SEPTEMBER 2015

- Installed and configured windows, software, and drivers manually and using automated programs

Leadership/Awards

MATHEMATICS

- Founded and led Century High School Math Club (September 2014 - May 2016)
- Century High School Math Student of the Year (2014)
- Assistant Coach for Pocatello Community Charter School MathCounts team (September 2012 - March 2013)

HUGH O'BRIAN YOUTH LEADERSHIP SEMINAR (HOBY)

- Participant (2014) and Junior Staffer (2015 and 2016), facilitated programs and worked with participants

NATIONAL MERIT

- National Merit Scholarship recipient (2015)

ESSAY CONTEST

- NAACP Martin Luther King Jr. Pocatello city-wide essay contest runner-up (2015)

Game Design and Development

DINOFARM COMMUNITY PODCAST

- Podcast Creator, Producer, and Host (12 Episodes, 2017-present). Once per week, I gather 2-4 game designers and developers and organize and host ~1 hour podcast where we discuss game design theory

GAME DEVELOPMENT IN LOVE2D

- During the winter of 2016-2017 I independently designed "Big Bear Buyout" a simple game in the vein of Tetris. I then taught myself Lua and the LOVE2D game engine and implemented the game by myself, learning the basics of Git in the process. I'm now working on more games

Misc. Interests

ROBOTICS

- Member of LiveWire Robotics 3562 (August 2014 - April 2016)

Coding Language and Software Experience

- I have a strong grasp of Python, Lua, Java, and LaTeX and a weaker grasp of Git, Labview, NXC, and C++