Gabriel Thomas Brookman

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Education

CARLETON COLLEGE, NORTHFIELD, MN (GPA 3.6/STEM GPA 3.7)
- 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)

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

Coding Language and Software Experience

STRONG GRASP:

- Python
    - -Took beginner and intermediate Python through The Art of Problem Solving online school
    - -Competent with the TKinter GUI library for Python
    - -Practiced python and TKinter on my own with personal hobby projects
- Lua
    - -Self taught, estimated 2000 lines of code written so far
    - -Competent with the LOVE2D game engine
    - -Released a small game written with the Engine in early 2017
- Java
    - -Learned in "Data Structures", taken at Carleton
    - -Practiced through hobby projects
    - -Helped other students with Java extensively (debugging, explaining the inner workings of the language) during my time as a math lab assistant
- LaTeX
    - -Learned in "Math of Computer Science" taken at Carleton

LESS STRONG GRASP:

- Labview
    - -Worked in Labview with a group of other students in the springs of 2016 and 2015
    - -Programmed two robots for the FIRST robotics competition
- Not eXactly C (a C family language)
    - -Worked in NXC using Lego Mindstorms during the summer of 2015 at Carleton college

Work Experience

CARLETON EAST DINING HALL (2016-2017)
- Served meals to students
- Washed tables and dishes

CARLETON COLLEGE MATH DEPARTMENT (2017-PRESENT)
- Graded quizzes and tests as a 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

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 taught myself Lua and the LOVE2D game engine.
- I then designed "Big Bear Buyout" a simple game in the vein of Tetris.
- Finally, I implemented the game by myself, learning the basics of Git in the process.