

# Gabriel Thomas Brookman

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## Education

### **CARLETON COLLEGE, NORTHFIELD, MN (GPA 3.7/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)

### **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++