

# 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

### PYTHON

- Learned python through beginning and intermediate classes through the Art of Problem Solving online school
- Learned the Tkinter python GUI library in said classes
- Currently learning NumPy and scikit-image for use in my winter internship at Sandia Natl. Labs

### JAVA

- Learned Java in Data Structures taken at Carleton College
- Practiced Java on personal projects and used it in the ICPC programming competition

### GIT

- Learned git and github as version control for personal projects
- Gained a high level of competence and understanding of the software while interning at Vidscrip in December 2017

◦ In charge of git workflow for a 4 person team, helped the other team members, kept everything organized, etc.

### JAVASCRIPT

- Learned javascript for my December 2017 internship at Vidscrip
- Coded several rudimentary web applications during the internship, using Javascript, react, node, express, and redux.

### LUA

- Self-taught in order to program games in the LOVE2D game engine
- Produced several hobby games in Lua with LOVE2D (find some of them at <https://github.com/Redless>)

### Redless)

### LATEX

- Learned LaTeX in Math of Computer Science taken at Carleton College
- Used it to typeset everything for the past several months

## 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; POCA TELLO, 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.