

# Ali Brooks

All-Round Computer Scientist

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https://abrookst.github.io/

## Profiles

github.com/abrookst  
Github

linkedin.com/in/abrookst/  
LinkedIn

abrookst.itch.io/  
Itch.io

## Skills

### HTML



### CSS



### JavaScript



### C++



### Java



### C#



### Python



## References

### Nicholas Wilkins

Mentor

My primary mentor during my time at Firaxis games

### Tronster Hartley

Boss

My boss during my time at Firaxis games.

## Summary

Skilled programmer currently studying Computer Science and Mathematics at Rensselaer Polytechnic Institute with experience in the game industry. Passionate about Graphics, Gameplay Engineering, Computer Vision, and Web Technologies.

## Education

### Rensselaer Polytechnic Institute

2022-08-25 - 2026-05-20

Computer Science and Mathematics

Bsc.

Relevant Courses: Computational Vision, Graph Theory, Data Structures, Algorithms, Computer Organization, Multivariable Calculus, Matrix Algebra

## Experience

### Firaxis Games

2023-05-08 - 2023-08-18

UI/UX Engineer Intern

- Worked with the UI/UX team to help develop a fast, responsive, and intuitive UI for a AAA video game.
- Primarily utilized TypeScript, SCSS, HTML, and C++. - Participated in the teams agile software development, where I attended both team and UI/UX specific scrum meetings.
- Utilized software like Jira, Perforce, Smartbear Code Collaborator, and Swarm to speed up development.

## Projects

### Perception and Action Research Lab

2023-01-09 - 2023-12-05

Researcher

- Worked with Professor Brett Fajen on simulation software for his research.
- Created in Unity, primarily programmed in C#.
- Created virtual environments for eye-tracking experiments with experienced drone racing pilots.

## Hackathons

Extracurricular

- Participate in multiple hackathons in the New England area - Most recent are HackRPI and MIT Energy Hack
- Worked with the company Tangible at MIT to create a program to solve pressing issues about climate change

## Game Development

https://abrookst.itch.io/

- I constantly work on new, creative games in multiple engines
- Publishing all of them to my Itch.io page