Ali Brooks

Gameplay Engineer

@ brooksalit@gmail.com
🔗 https://abrookst.github.io/

Profiles

 github.com/abrookst

 linkedin.com/in/abrookst/

 abrookst.itch.io/

References

Jenny P. Chu
Mentor

My mentor during my time at Blizzard Entertainment.

(Please inquire for Contact Information)

Nicholas Wilkins
Mentor

My primary mentor during my time at Firaxis games.

(Please inquire for Contact Information)

Programming Languages

C++   C   C#

Java   Python

Skills

Jira   Agile

Git/Github   Perforce

Unity   Unreal Engine

Soft Skills

Leadership   Problem Solving

Communication   Curiosity

Awards

Garnet Baltimore Scholarship
Rensselaer Polytechnic Institure
🔗 https://success.studentlife.rpi.edu/GBRES

Education

Rensselaer Polytechnic Institute	**Aug 2022 - May 2026**
Computer Science and Mathematics	Bsc.

Minors: Information Technology & Web Science, Pyschology
Relevant Courses: Computational Vision, Graph Theory, Data Structures, Algorithms, Computer Organization, Multivariable Calculus, Matrix Algebra

Experience

Blizzard Entertainment	**May 2024 - Aug 2024**
Gameplay Engineering Intern	Irvine, California

- Worked with the gameplay engineering team for Diablo IV to implement new gameplay related features in the game.
- Communicated with designers to create tools to empower their workflow.
- Created new features related to AI, Quest Systems, and Powers in-game.
- Utilized in-house tools, as well as preexisting software such as Jira, Perforce, and Miro.

Firaxis Games	**May 2023 - Aug 2023**
UI/UX Engineer Intern	Sparks, Maryland

- Worked with the UI/UX team to help develop a fast, responsive, and intuitive UI for Civilization VII.
- 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.

Perception and Action Lab (PANDA) @ RPI	**Jan 2023 - Dec 2023**
Research Assistant	Albany, NY

- 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.

Projects

Panparu	**August '23**	**Proj. Dream**	**August '24 - Present**
Game		Game	

🔗 https://abrookst.itch.io/panparu

🔗 https://github.com/abrookst/proj-dream

- A game inspired by Tamagotchi and Virtual Pets, where you must raise your Panparu to an adult, and collect them all.
- Worked on core gameplay, as well as the UI and a handful of ideas/assets.
- Written in Unity in <2 Weeks

- A 2D Adventure game written entirely in C++ using Raylib (Currently in development)
- Wrote the entire UI, Combat, and Rendering Engines.