




Profiles

 github.com/abrookst

 linkedin.com/in/abrookst/

 abrookst.itch.io/

References

Nicholas Wilkins

Mentor

My primary mentor during my time at Firaxis games.

(Please inquire for Contact Information)

Tronster Hartley

Manager

My manager during my time at Firaxis games.

(Please inquire for Contact Information)

Programming Languages

C++

C

C#

HTML

CSS

JavaScript

Java

Python

Skills

Jira

Agile

Git/Github

Perforce

Unity

Unreal Engine

Skilled programmer currently studying Computer Science and Mathematics at Rensselaer Polytechnic Institute, with game industry experience. Passionate about Graphics, Gameplay, and applied mathematics.

Education

Rensselaer Polytechnic Institute

Aug 2022 - May 2026

Computer Science and Mathematics

Bsc.

Minors: Information Technology & Web Science, Psychology

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

Experience

Blizzard Entertainment

2024-05 - 2024-08

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.

Firaxis Games

2023-05- 2023-08

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.