Ali Brooks

Graphics Programmer

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

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)

Jenny P. Chu
Mentor

My mentor during my time at Blizzard Entertainment.

(Please inquire for Contact Information)

Relevant Languages/APIs

C++	C
C#	Vulkan
DirectX	OpenGL
HLSL	GLSL

Tools/Software

Jira	Agile
Git/Github	Perforce
Unity	Unreal Engine

Soft Skills

Leadership	Problem Solving
Communication	Curiosity

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 - August 2024**
Gameplay Engineering Intern   Irvine, California

- Worked with the gameplay engineering team for Diablo IV to implement new gameplay features related to AI, Quest Systems, and Powers in C++ and Lua.

- Communicated with designers to create tools to empower their workflow.

- Utilized in-house tools, as well as preexisting software such as Jira, Perforce, and Miro.

Firaxis Games   **May 2023 - August 2023**
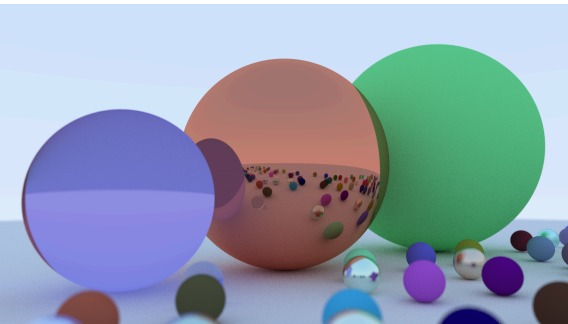UI/UX Engineering Intern   Sparks, Maryland

- 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.

Projects

Raytracing
🔗 https://github.com/abrookst/Raytracing

A Path Tracer for Physically Based Rendering built in C++. Includes features such as Textures, Diffuse Materials, and Bounding Volume Hierarchies.

Raycasting
🔗 https://github.com/abrookst/raycasting

A raycaster, similar to the original *Wolfenstein 3D*, built in C++. With full texture, SDL, and animation support.