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	
UI/UX Engineer Intern	2023-05-08 - 2023-08-18

- 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	
Researcher	2023-01-09 - 2023-12-05

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