

# Ali Brooks

All-Round Computer Scientist

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## Profiles

github.com/abrookst  
Github

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LinkedIn

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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.

**Gilman School** 2022-05-01 - 2022-06-01  
Graphic Design Intern

- Worked with the Gilman Graphic Design department to create schoolwide advertisement templates and posters. - Utilized software like Gimp, Photoshop, and Canva - Participated in meetings with the Gilman Graphic Design team

## 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