

# Brooks Mershon

<http://brooksmershon.com>  
brooksmershon@gmail.com | 720.933.1079

## EDUCATION

### DUKE UNIVERSITY

#### BS IN COMPUTER SCIENCE

May 2016 | Durham, NC

Cum. GPA: 3.74 / 4.0

Duke Cycling Team Member

### NEW YORK UNIVERSITY

Writers in New York 2014

### PENNSBURY HIGH SCHOOL

Valedictorian | Fairless Hills, PA

## SKILLS

### PROGRAMMING

TypeScript • JavaScript • D3

Git • Make

HTML • CSS •  $\text{\LaTeX}$

Familiar:

C++ • Python • Java • R • PostgreSQL

Emscripten

### AVIATION

4034486CFig

Commercial Pilot (ASEL, GLIDER)

Instrument (ASEL)

Flight Instructor (GLIDER)

Hours:

TOTAL: 955 • PIC: 860

DUAL RECEIVED: 210

ASEL (PIC): 487 • GLIDER (PIC): 368

CROSS COUNTRY (PIC): 158

NIGHT (PIC): 46

SIMULATED INSTRUMENT: 49

ACTUAL INSTRUMENT: 1

TAILWHEEL: 377

DUAL-GIVEN (GLIDER): 111

12-MONTHS: 498 • 90-DAYS: 93

VAN'S RV-6: 294

SCHWEIZER 2-32: 217

SKYBOLT: 20

Landings (PIC):

GLIDER: 822

ASEL 90-DAY: 141

TAILWHEEL 90-DAY: 107

VAN'S RV-6: 460

SCHWEIZER 2-32: 355

SKYBOLT: 102

Own/Maintain/Operate:

1993 RV-6 (SOLD)

1976 Skybolt (260hp, IO-540)

1974 C150L (1/3 Share)

## EXPERIENCE

### MILE HIGH GLIDING | MANAGER/PILOT

January 2019 - Present

- Experienced commercial glider pilot and tow pilot.
- Primary staff glider flight instructor.
- Rebranding and implementing new marketing for Mile High Gliding.
- Organized restoration of existing gliders and acquisition of new aircraft.
- Overhauled facilities and modernized booking and billing practices.
- Average 90-day currency: 200 tailwheel landings, 250 glider landings.

### TRIMBLE SKETCHUP | SOFTWARE DEVELOPER

July 2016 - January 2019 | Boulder, CO

- Worked on SketchUp running in the browser.
- 80 percent front-end work and 20 percent core geometry engine work.
- Won "Best Presentation" and "Best Overall Hack" at internal 2018 hackathon.

### THE WASHINGTON POST | GRAPHICS INTERN

June 2015 - August 2015 | Washington, D.C.

- Designed graphics for print and online publication using Adobe Illustrator.
- Developed interactive graphics that were published online on subjects including baseball statistics, historical U.S. nuclear testing, and environmental conservation.

### DUKE UNIVERSITY PRESS | BOOKS EDITORIAL INTERN

Jan 2015 - May 2015 | Durham, NC

### VERSAL | SOFTWARE ENGINEERING INTERN

May 2013 - Aug 2013 | San Francisco, CA

- Developed simulations related to optics, epidemiology, image processing, and geometry as the company launched.

## PROJECTS

### INTERACTIVE EXAMPLES | LEARNING BY TEACHING

Ongoing

bl.ocks.org and Observable Notebooks serve as a fun public place for me to share words and code, usually surrounding a subject that I am self-teaching. See website.

### EQUIDECOMPOSING POLYGONS | GEOMETRIC ALGORITHM

March 2016 | Duke University

Decompose one shape into another shape of equal area.

### 3D SPECULAR REFLECTIONS | INTERACTIVE SIMULATION

February 2016 | Duke University

Implemented a visual and auditory echo simulator for 3D environments.

### WIKIBLOCKS | WIKIPEDIA AND VISUALIZATION

Sept 2015 - Dec 2015 | Duke University

Developed a fully-functioning prototype Chrome extension and backend system that finds relevant visualizations for a STEM-related Wikipedia article.

### TEACHING TOPOLOGY WITH CODE | MATH + CODE

Sept 2014 - Dec 2014 | Duke University

Built interactive pedagogical tools using D3 for a course in computational topology.