# 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

## References

### Nicholas Wilkins
Mentor

My primary mentor during my time at Firaxis games.

(Please inquire for number)

### Tronster Hartley
Boss

My boss during my time at Firaxis games.

(Please inquire for number)

## Programming Languages

| | |
|---|---|
| **HTML** | **CSS** |
| **JavaScript** | **C++** |
| **Java** | **C#** |
| **Python** | **C** |

## Skills

| | |
|---|---|
| **Jira** | **Agile** |
| **Git/Github** | **Perforce** |
| **Unity** | **Unreal Engine** |

## 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.

Minors in: Information Technology & Web Science, Pyschology
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.

**Blizzard Entertainment**                             2024-05 - 2024-08
Gameplay Programmer Intern                              Irvine, California

I will work on the Diablo 4 team working on designing, implementing, and maintaining various gameplay systems for Diablo 4.

## 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.

**Game Development**

🔗 https://abrookst.itch.io/

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