

Mila Brooks - Game Developer

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Passionate game developer with expertise in Unity and a strong background in UX/UI design

SKILLS

Languages: C# (Advanced), Java (Advanced), Javascript (Intermediate), C++ (Intermediate)

Tools: Unity 2D & 3D, Visual Studio, Git, Clip Studio Paint

Other: UX/UI, Visual Design

EDUCATION

Western Washington University - **B.S. in Computer Science** (2022 – 2025)

PROJECTS

Sitka Salmon - **Senior Capstone**

Play the game: <https://stevengrubb.com/>

- Partnered with the Sitka Sound Science Center to create an educational game about the salmon lifecycle
- Collaborated in a small team using Agile methodologies and weekly client meetings
- Developed in C# and Unity 2D
- Created custom sprite assets using Clip Studio Paint

Therapy Virtual World – **Undergraduate research project**

- Designed and developed game UI through an iterative design process
- Optimized performance using LOD
- Integrated Fishnet in Unity for multiplayer functionality and ensure smooth UI-server communication

Grimm Escape – **3D Adventure Game**

- Developed player controls, object interactions, and gameplay management in Unity (C#)
- Used GitHub to manage version control and collaboration in a small group
- Collaborated on a game design document to guide development

Deadwood - **Digital Board Game**

- Translated board game ruleset into a functional digital version
- Designed and implemented an interactive UI for players
- Developed a Java based object oriented system for gameplay logic

WORK EXPERIENCE:

The Comics Place (April 2023 – Present)

- Assisted with testing in-development POS system to identify bugs
- Managed store website with Shopify, validate database information, and manage online orders
- Identified customer needs, provided personalized recommendations, and answered product questions

Other Interests: lockpicking, board games, painting, comics

References available upon request.