

Brooks A. Jackson

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EDUCATION

Quinnipiac University

Bachelor of Arts in Computer Science, Minor in Artificial Intelligence

Hamden, CT

Aug 2022 – May 2026

EXPERIENCE

Medicus Healthcare Solutions

May 2024 – Aug 2024 | May 2025 – Aug 2025

IT Intern

Windham, NH

- Architected a modular, AI-powered scraping pipeline in Python to automate job data collection from 27+ unique sites
- Reduced monthly data processing costs to under \$10 by integrating the OpenAI API, showing potential to replace an existing enterprise tool
- Developed a full data integrity workflow using Playwright with Markdown parsing, AI field extraction, and Pandas-based validation

Picabuu

Jan 2023 – Dec 2023

App Development | Project Management Intern

Remote

- Supported the development of a React Native and Swift app through rigorous bug testing and implementing user feedback during early release cycles
- Designed and launched the company's initial marketing website to showcase product features and drive early user engagement

Quinnipiac Computing Club

Sep 2023 – Present

Executive Board Leadership

Hamden, CT

- Marketing VP:** Secured over \$500 in sponsorships from 4 companies for the 2023 hackathon
- Treasurer:** Managing a \$1,000+ budget for the 2025-26 term and creating purchase requests

PROJECTS

resonance | React, Three.js, React Three Fiber, Vite

Apr 2025 - May 2025

- Developed an interactive 3D globe visualizing global music trends using real-time data from the Last.fm API
- Engineered performance-optimized 3D rendering and implemented responsive, fuzzy-matched search for over 200 countries
- Designed an intuitive UI/UX with dynamic track display and deployed the production build via a CI/CD pipeline through Vercel

Weaver's Wrath | Java, Git, Agile, Scrum, Sprint

Sep 2024 – Dec 2024

- Built a complete Java platformer within a Scrum-based Agile team, participating in daily standups, sprint planning, and code reviews
- Led implementation of core game mechanics, including physics-based movement, combat logic, and a player progression system
- Designed all game levels from scratch and composed original background music and sound effects to create an immersive experience

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, TypeScript, HTML, CSS, C, Kotlin, C#, Scala, LaTeX, Markdown

Frontend: React, React Three Fiber, Three.js, HTML5 Canvas, Vite

Backend/APIs: Node.js, REST APIs, JSON

Data/AI: Pandas, NumPy, Playwright, Selenium, BeautifulSoup, TensorFlow, Matplotlib, FuzzyWuzzy, OpenAI API

Developer Tools: Git, VS Code, Vercel, Android Studio, Visual Studio, Eclipse, npm, Linux

Design: UI/UX Principles, Data Visualization, Responsive Design

ACTIVITIES AND INTERESTS

Campus Activities: QU Association of Minority Engineers, *Member* (Oct 2022 - Present), Computing Club, *Member* (Nov 2022 - Present), *Marketing VP* (Sep 2023 - Nov 2023), *Treasurer* (Aug 2025 - May 2026), Engineering LLC (Aug 2022 - May 2023)

Interests: Coding, Building keyboards, Playing guitar, Photography, Reading, Mountain biking