



NICK BROOKS
A.K.A NICAPOTATO

DATA SCIENCE AND ENGINEERING
FULL STACK ENGINEER

IN LONDON, UK
(SETTLED EUROPEAN)

LINKS



ITCH.IO
Indie game developer



WEB
Gen AI website (Mindtricks)



GITHUB
Open source and projects



KAGGLE
Code notebooks



X (TWITTER)
@MightyNimbus



SUBSTACK
Written essays

PORTFOLIO

WWW.MINDTRICKS.AI

MINDTRICKS

Generative AI — LLM chat, research
workflows, and product tooling.

VISIT SITE →

STUFF.NICAPOTATO.COM

STUFF

Where I version and ship apps,
games, and more — in the browser
or as downloads for Windows, Mac,
and Linux.

OPEN PAGE →

KAGGLE

DATA SCIENCE & ML NOTEBOOKS

Competition notebooks, deep learning experiments, and machine learning walkthroughs — EDA, feature engineering, model selection, regression, categorical. Constrained optimization, Neural Networks, Traditional ML

[EXPLORE NOTEBOOKS →](#)

ITCH.IO

INDIE GAMES

Play in the browser or download builds — puzzles, RPGs, experiments, and more.

[OPEN ITCH.IO →](#)

SUBSTACK

ESSAYS ON AI & TECHNOLOGY

Reflections on artificial intelligence, consciousness, surveillance, and the future of human-computer interaction.

[READ ARTICLES →](#)

EXPERIENCE



Solopreneur — Mindtricks AI 2024–Present

- Building a SaaS AI product at mindtricks.ai
- Full-stack: React (Next.js), Python (FastAPI), Go (Gin), and AWS ECS Fargate behind ELB. Google OAuth
- Chatbot, LangGraph agents, voice conversation, TTS, STT, and image generation
- Background Jobs on AWS LAMBDA, PostgresDB, Pub Sub Notifications, Stripe Payment



Senior Machine Learning Engineer at CWT Jan 2020 – Dec 2024

- Travel Industry, Product & Technology Division
- Air Personalisation — Fast Scala Library to sort flights for travelers
- Ticket Ranking Algorithm — relevance and ranking models for flight search results
- Travel Support Chatbot — NLP chatbot for automated traveller support at scale — Lambda, DynamoDB, and SageMaker
- Team Big Data Infrastructured: Terraform, Spark EMR, S3, Jenkins. Github VC



Indie Game Developer Since 2023

- 2D games built with Raylib in C — published at nicapotato.itch.io
- Puzzle games, math games, RPG games
- Multiplayer networking and real-time game systems



Data Scientist at Collinson 2018–2020

- Central Services, Data Products, Data Science & Engineering
- Price Optimisation, Fraud Detection, Product Recommendation, Data Lake, and Metrics Analytics
- Python, AWS, Data Engineering, APIs, Full-Stack



Research Assistant at Drexel University 2017–2018

- Air quality analysis and exploring crowdsourcing solutions to pollution awareness.
- R Programming, Data Management, Web Scraping, Dashboards

APPS

ITCH.IO

ROCKNROLLER

nicapotato.itch.io/rocknroller

ITCH.IO

DEMUCS MLX AUDIO STEMMER

nicapotato.itch.io/demucs-mlx-app

WATCH TRAILER

[YOUTUBE.COM/WATCH?V=K--ZDNYUZVS](https://www.youtube.com/watch?v=K--ZDNYUZVS)

Splits songs into six stems (drums, bass, other, vocals, guitar, piano) from MP3/WAV or Rocksmith PSARC. Same raylib GUI on both platforms; the worker differs. **macOS Apple Silicon** uses MLX + Metal (~132 MB). **Windows x64** ships official Meta Demucs + PyTorch CUDA (~2 GB) — NVIDIA GPU recommended; CPU works but is slow.

GAMES

ITCH.IO

MINDSWEEPER

nicapotato.itch.io/mindsweeper