# Michael Gibbes

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## EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY
L&S Computer Science BA (class of 2019)
(GPA: 3.568)

## EXPERIENCE

**Game and Software Development** (Always)

My project experience includes developing a pathtracer for 3D scenes, building a dialect of Python in C++, and most recently, writing a narrative sidescrolling platformer called "Blue Thunder" in the Unity engine with C#. My specific interest in development involves gamification, or how to make tedious/mundane tasks fun/artsy! Though I have coded in many languages, **C++** (3+(+) years) and **Python** (4+ years) are my go-tos.

**Interpreters Head TA** (Jun. 2016 – Present)

CS 61A is a UC Berkeley course on programs and interpreters. Students create a tower defense game called "Ants vs SomeBees" and a functional replica of the Scheme (dialect of Lisp) interpreter by the end of the course. 61A challenges me to handle a massive student body with the aid of software and still convey a personalized experience.

- Hands-On Interaction: 500+ hours of discussion lecturing, teaching, and debugging
- Discussion: managing large sections with weekly presentations on programming topics
- Content: creating problems, critiquing student code composition, and tweaking exams
- Grading: as head TA for grading, processing the grading for ~1800 students with OKPY

**Video Games DeCal Facilitator** (Jan. 2016 – Dec. 2017)

Video Games and You: A Player's Perspective was a university-sponsored, student-run class about game media which I led with a partner facilitator for 4 semesters. Topics included game psychology, art design, and gamification of "boring" reality. Each week featured an hour-long group discussion about a gaming topic and often resulted in some intense debates.

**Schlumberger Software Intern** (May 2018 – Aug. 2018)

This position in Houston, TX, required me to implement features for a 3D seismic analysis program. The product itself relied on an object-oriented API for rendering, and I used classic Scrum methodology with my team to prototype, debug, and optimize the rendering pipeline.

## RELEVANT COURSEWORK

Portfolio Classes (portfolio at gibby.me)
**ART 178 Game Design Methods –** pair (artist-programmer) game development
**CS 184 Graphics –** modeling, rendering, imaging with OpenGL, WebGL, and three.js
**CS 194-26 Computational Photography –**image manipulation and computer vision
Other CS
**AI, Algorithms, Compilers, Security, Data Structures, Operating Systems**