

# Michael Gibbes

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## EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

L&S Computer Science BA

(GPA: 3.594)

(expected grad. May '19)

## EXPERIENCE

### Game Designer and Software Developer

(Present)

My project experience includes developing pathtracing for rays in 3D scenes, building a dialect of Python in C++, and working on optimizing a neural network for identifying cat pictures, among other things.

### CS 61A Head uGSI

*-paid position-*

(Jun. 2016 – Present)

CS 61A is a UCB course on programs and interpreters. Students create a functional replica of the Scheme (dialect of Lisp) interpreter by the end of the course. 61A challenges me to tend to a massive student body and still convey personalized experience for each student – an undertaking made possible with teamwork and careful management. My experience includes:

- Hands-On Interaction: 500+ hours of teaching and debugging during lab and office hours
- Discussion: managing large sections with weekly presentations on programming topics
- Content: creating problems, critiquing student code composition, and tweaking exams
- Grading: as a 20-hr TA, processing the grading for ~1800 students using OKPY servers

### 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 for which I lectured with a co-facilitator. Topics included game psychology, narratives, and the use of gamification as a motivator for "non-games".

### Schlumberger Software Engineer

*-paid internship-*

(May 2018 – Aug. 2018)

In the cloud development department, my job involved implementing and optimizing 3D visualization software used by geologists to perform seismic analysis. This took getting intimate with some custom API for a graphics rendering pipeline.

## RELEVANT COURSEWORK

Portfolio Classes (portfolio at [gibby.me](https://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

Artificial Intelligence, Compilers, Security, Data Structures, Operating Systems