Michael Gibbes

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY
L&S Computer Science BA   (expected graduation 5/19)
(GPA: 3.598)

EXPERIENCE

CS 61A Undergrad Instructor   *-paid position-*   (Jun. 2016 – Present)

CS 61A is a UCB course on programs and interpreters taught primarily in Python. Students create a functional replica of the Scheme interpreter by the end of the course. My experience includes:

- Hands-On Interaction: 300+ hours of teaching and debugging during lab and office hours
- Discussion: managing large sections and developing presentations on interpreter topics
- Content: creating problems, critiquing student code composition, and grading exams

Video Games DeCal Facilitator   (Jan. 2016 – Present)

Video Games and You: A Player's Perspective is a university-sponsored, student-run class about game media. 30 students are chosen from an applicant pool to take the course.
As a facilitator, I lecture and promote discussion about topics like game psychology, narratives, and the uses of gamification as a motivator for non-game activities.

Sproul Hall Web Assistant   *-paid position-*   (Jun. 2017 – Present)

The Division of Equity and Inclusion is hosted on *diversity.berkeley.edu*. I publish content and ensure that it is accessible to all. Occasionally, maintenance requires editing other domains on *berkeley.edu*.

Intermission Orchestra at Berkeley   (Present)

Probably an out-of-place experience – however, making and enjoying music is an important part of who I am. After having played euphonium and piano for all my life, I now perform in the low brass section of Intermission, a student orchestra dedicated to the appreciation of music in the media of movies and games.

RELEVANT COURSEWORK

ART 178 Game Design Methods – personal game portfolio at gibby.me/portfolio.html
CS 161 Security – exploration of OS security, cryptography, network security
CS 164 Compilers - design of languages and the implementation of translators for them
CS 184 Graphics - modeling, rendering, animation and imaging
CS 188 Artificial Intelligence - design of intelligent computer systems