Michael Gibbes

mwgibbesy@gmail.com ● linkedin.com/in/michael-gibbes/ ● 706-905-9062

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

    L&S Computer Science BA   *(class of May 2019)*
    (GPA: 3.557)

EXPERIENCE

Interpreters Head TA   *(Jun. 2016 – May 2019)*

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. While I was head TA of grading, 61A challenged 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: lecturing large sections with weekly presentations on programming topics
- Content: website management, critiquing student code composition, and writing exams
- Grading: automating the grading for ~1800 students with OKPY (our custom grading software)

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 a C++ API with support for a GLSL-style shading language for rendering, and I used classic Scrum methodology with my team to prototype, debug, and optimize the rendering pipeline and ultimately produce a new graphical feature for my team's cloud software.

PlayStation Software Engineer in Test Intern   *(May 2019 – Present)*

Collaborating closely with the Software Production QA team in the R&D department, I developed automated testing software using Python for visual, audio, networking, decoding, and other SDK samples such that it could be friendly to any platform (i.e. not limited to the PS4). Working at PlayStation this summer honed my skill in classic engineering practices, including pair programming, version control through Git, and continuous integration through Jenkins.

Language and Music   *(always)*

Not directly related software engineering, but the art of language has always been a focus of mine (music included). I am a fluent Spanish speaker, a beginning Japanese speaker, and an experienced tubist / euphonist / composer in several bands and orchestras.

RELEVANT COURSEWORK

Portfolio Classes (specific projects located in 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 Computer Science Courses
AI, Algorithms, Compilers, Security, Data Structures, Operating Systems