MICHAEL A. BALL

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EDUCATION

University of California, Berkeley: Computer Science, Class of 2015

Overall GPA: 3.0

- Calculus (MATH 1B), Linear Algebra & Differential Equations (MATH 54), Discrete Math & Probability (CS 70)
- Structure & Interpretation of Computer Programs (CS 61A), Data Structures & Algorithms (CS 61B), Machine Structure (CS 61C), Computer Networking (EE122), Intro. Digital Electronics (EE42)
- Emerging Education Technology (CS 294), History of Information (Info C103), Future of eBooks (Info 290)

EXPERIENCE UC Berkeley: Computer Science 10

1/2012-present

Student Instructor, Video Producer, Developer

- 3 semesters (and counting) Independently taught two, 30+ student sections
- Developed new course material to teach students new to computer science
- Held office hours; Created, graded exams and gave lectures for a large intro CS class
- Produced CS10.x and online version for edX, leading all video production efforts

Salesforce.com Summer Intern

5/2013-8/2013

IT Application Development

- Independently developed a web app for the Salesforce App Exchange for Account Executive Forecasting
- Migrated Legacy code to modern frameworks
- Built on HTML5, CSS3, javascript, Apex, VisualForce

UC Berkeley: Computer Science 61A

6/2012-8/2012

Course Reader

- Graded projects, homework assignments, and exams for the summer session
- Held multiple weekly office hours and led review sessions
- Collaborated with a team of readers, TA's, and professors keep to 250-student course running smoothly

PROJECTS

Personal Website Development

6/2006-present

- Self-taught website development as a hobby for 6+ years
- Developed multiple iterations of a personal site for photography and iOS apps
- · Used HTML, CSS, jQuery, and Python to create a site which is easy to maintain and add content
- · Created and maintained many websites for classes, school clubs, and other organizations

Quad Solver: iOS Application Development

7/2008-12/2011

- Self-taught Objective-C and iOS app development as a small project and hobby
- Solves a quadratic equation and gives many different solutions (roots, graph symmetry, etc)
- Focus on clean UI design and usability, especially for users not familiar with math or with disabilities

Lines of Action (CS61B, Fall 2012)

- Built a command line interface to play Lines of Action, a two-player checkers derivative
- Used Java and Object-Oriented design to build a simple game with a computer player

Scheme Interpreter (CS61A, Spring 2012)

- Used Python to build a simple interpreter for scheme
- Implemented a syntax parser and lexer.

LEADERSHIP

Ruben S. Ayala High School United Student Body

9/2007-6/2011

- Elected: USB Vice President (Sr.), Appointed: Commissioners of Publicity (Jr.) and Technology (So.)
- Responsible for running school elections (2400 students), managing production of announcements, updating school marquees, keeping faculty updated on student activities
- Managed a class of 50-60 students and many smaller groups of 5-10 people
- Integral in administrative events including WASC accreditation, Distinguished School Awards, others

Ayala High School & US National Debate Teams

9/2007-6/2011

- · Co-Founded club freshmen year, which quickly became successful on campus and won Club of the Year
- Won numerous awards at dozens of competitions and trained new award winning debaters
- Traveled to New Zealand as part of the US National Debate Team and debated against other nations

SKILL SET

- Proficient: Apex, CSS, HTML, Python, UNIX/bash, Java, Apex
- Basic Experience: AppleScript, C, git, JavaScript, ¡Query, MapReduce, Ruby, scheme
- Apple Certified Professional Aperture 3; Apple Certified Associate Mac OS X Integration
- Video Production, editing/compositing, live production, workflow management and DAM