

# MICHAEL A. BALL

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## COURSEWORK **University of California, Berkeley: Computer Science, Class of 2015**

Overall GPA: 3.2, Computer-Science GPA: 3.54

- Calculus (MATH 1B), Linear Algebra and Differential Equations (MATH 54)
  - Structure & Interpretation of Computer Programs (CS 61A), Data Structures & Algorithms (CS 61B), Machine Structure (CS 61C), Discrete Math and Probability (CS 70)
  - Emerging Education Technology (CS 294), History of Information (COGSCI C103), Foundations of Cyber-Culture (ART 23AC)
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## EXPERIENCE **UC Berkeley: Computer Science 10**

1/2012–present

TA, Curriculum Development, Video Producer, Lab Assistant

- Fall 2012: Independently taught two, 30+ student sections
- Developed new course material to teach students new to computer science
- Held office hours, created and graded exams for a 300 + student class with a small team of TA's
- Worked to produce weekly lecture videos for online course for thousands of students

## **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

## **Ruben S. Ayala High School**

12/2008–6/2011

Photographer and Videographer

- Responsible for preparing, editing, and managing production of weekly video announcements
  - Photographed all school rallies and dances put on by student government
  - Photographed Girls Varsity Soccer 2012 season
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## 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–present

- 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.
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## 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
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## TECHNICAL ABILITIES

- Proficient: HTML/5, CSS/3, Python, UNIX/bash, Java
- Experience: git/subversion/mercurial, AppleScript, Objective-C, Ruby, MapReduce, scheme, JavaScript (basic), jQuery (basic)
- Apple Certified Professional Aperture 3; Apple Certified Associate Mac OS X Integration