

Marcus Ball

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OBJECTIVE

To create innovative products in the field of software development with a focus on security, efficiency, and user experience.

EDUCATION

Bachelor of Science in Computer Science

May 2016

University of Florida, Gainesville, FL

GPA: 3.65

SKILLS

Languages: PHP, C#, Mono, Java, HTML5, CSS, jQuery/JavaScript, SQL. Some experience with: Python, C/C++.

Tools: Git, Perforce, Adobe Photoshop, Visual Studio, Burp Suite, OWASP ZAP

EXPERIENCE

Network Programming Team Lead

February 2014 to Present

Immersed Games

Gainesville, FL

- Responsible for organizing, planning and implementing development of network features,
- Designed framework for in-game quest system, and large portions of codebase for Kickstarter fundraiser demo version.
- Working with C# for Unity3D, Java for SmartFoxServer, SiaqoDB.

Information Assurance Intern

May 2014 to August 2014

GuidePoint Security, LLC

St. Petersburg, FL

- Shadowed employee and assisted with an ASP.NET web application penetration test.
- Made significant contributions to a new hire assessment PHP website designed to have numerous vulnerabilities.

Software Engineer Trainee

June 2013 to July 2013

Mindtree Ltd.

Gainesville, FL

- Implemented sections of functionality for an employee database application using JSP, HTML, CSS, JavaScript and SQL.
- Designed and created a promotional video game in a team with the three other interns.
- Developed a Kinect-based goal-keeper style game using the Unity3D game engine, C# and Microsoft Kinect Toolkit.

PROJECTS AND CONTRIBUTIONS

- “*Pirrs*”, a social network with basic friends and threaded discussion functionality. www.pirrs.net
- Contributed to PhpMyAdmin open source project
- “*DashPlus*”, a collection of four Tumblr Userscripts. www.dashpl.us 382,000+ combined downloads
- “*Rogo*”, an Android social network concept created for Software Engineering class group project.
- Bus Tracker application for Windows Phone

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ORGANIZATIONS

Public Representative

August 2014 to Present

UF Student Infosec Team

Gainesville, FL

- Responsible for promoting and the club among students interested in security, reverse engineering and ethical hacking.
- Club collectively explores concepts related to information security in weekly lectures and demos, partakes as a team in CTF exercises, and attends security conferences.

Webmaster

August 2013 to Present

UF Mad Scientists Club

Gainesville, FL

- In charge of managing the club's new website, www.ufmadscientists.com.
- Created a new website with multi-platform support in mind; layout and contents support any device screen size.
- Working with PHP, HTML5, CSS, JavaScript/jQuery, and Foundation responsive layout framework.

Webmaster

September 2011 to Present

Florida Players

Gainesville, FL

- Responsible for updating and maintaining the organization's website, www.floridaplayers.org.
- Designed and carried out a complete from-scratch redesign of the website.
- Working with PHP, HTML5, CSS, JavaScript/jQuery, and SQL.

CLASSES AND CONFERENCES

University Courses:

Advanced Programming Fundamentals (A-), Applications of Discrete Structures (B+), Intro to Computer Organization (A), Data Structures and Algorithms (A), Information and Database Systems I (A), Operating Systems (A-), Digital Logic (A), Software Engineering (A), Malware Reverse Engineering (A), Networking Fundamentals (A-)

Conferences Attended:

BSides Orlando (2014), DEFCON 22 (2014)