

Marcus Ball

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OBJECTIVE

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

EDUCATION

Bachelor of Science in Computer Science

May 2016

University of Florida, Gainesville, FL

GPA: 3.62

EXPERIENCE

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.

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.

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.
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PROJECTS

- “*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
 - Instant messenger with support for complex mathematical formulas in messages, aimed for use in tutoring, based on IRC.
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SKILLS

PHP, C#, Java, HTML5, CSS, jQuery/JavaScript, SQL; Adobe Photoshop, C/C++ (prior experience)