

MIRABEL HUFF

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EDUCATION

January 2014 - Present B.A. in Computer Science, *UC Berkeley, College of Letters and Science*
Expected Graduation: May 2018
Minor: Art Practice

EXPERIENCE

Spring 2015 - Present UCB Undergraduate Graphics Group, *UC Berkeley DeCal*
· Creating a minute long short using Maya, exploring and understanding an animation pipeline
· Fall 2015 : Facilitator, teaching other students the basics of 3D animation
· Present: Head Facilitator

Fall 2015 Student Ambassador, *Dropbox*
· On-campus student resource for Dropbox and the Dropbox Campus Cup

February 2015 Cognitive Technology Volunteer, *The Exploratorium Science Museum*
· Experience with basic EEG technology, helping visitors calibrate EEG headsets and interact with EEG exhibits

May 2011 - August 2014 Lifeguard and Water Safety Instructor, *City of San Diego Parks and Recreation*
· Teaching swim lessons and being a first responder at the aquatic center

SKILLS

Computer Science Coursework

- Structure and Interpretation of Computer Programs
- Discrete Probability Theory
- Data Structures
- Linear Algebra and Differential Equations
- Machine Structures
- Artificial Intelligence

Computer Languages

- Python
- JavaScript
- Java
- Scheme
- CSS
- C
- SQL
- HTML
- MIPS

Computer Software

- Microsoft Office
- Mental Ray
- Adobe After Effects
- Autodesk Maya
- Adobe Photoshop
- Adobe Premiere Pro
- RenderMan
- Adobe Illustrator
- Adobe Flash

Misc.

- Bilingual (English and Arabic)