

MIRABEL HUFF

mirabelhuff@berkeley.edu | (619) 507-4142 | mirabelhuff.github.io

EDUCATION

January 2014 - Present B.A. in Computer Science, *UC Berkeley, College of Letters and Science*
Expected Graduation: December 2017
Minor: Art Practice

EXPERIENCE

Summer 2016 Tools Intern, *Modsy*
• Interior design company using computer graphics to provide customers with renders of their designed space
• Writing and supporting tools to speed up 3D artist workflow and pipeline

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

SKILLS

Computer Science Coursework

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

Computer Languages

- Python
- C/C++
- Java
- JavaScript
- MaxScript
- CSS
- HTML

Computer Software

- Autodesk Maya
- Adobe Photoshop
- 3DS Max
- RenderMan
- Adobe Illustrator
- V-Ray
- Mental Ray
- Adobe After Effects

Misc.

- Bilingual (English and Arabic)