Zachary Kirby

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https://zkirby.github.io

University of California, Berkeley

Berkeley, CA 2016 - 2020

- O Computer Science and Film, GPA: 4.0
- Course work: Web Design, Data Structures, Machine Structures, Information Devices and Systems, Data Science, Discrete Math, Linear Alg, Entrepreneurship Bootcamp.

Personal Website

Online portfolio built in **Sass**, **Bootstrap**, and **jQuery**. Includes custom graphics and utilizes several plugins including particles.js and Isotope.js

HelpMeSpell

A simple html **DOM parser** for dictionary words. The application was built in **Python** and supports definition lookup for every word in entire paragraphs. Also supports character by character search for select words stored in a **Sql database**. Utilizes **TKinter** for the user interface, lxml for parsing, and sqlite3 for the database.

EduBox Education Application

An extensive **Python** application built over several months during my final semester of high school. Provides a wide array of support tools (derivative calculator, definition 'grabber', etc) for a variety of contemporary school subjects. The GUI was built in **GTK+3** and the application uses a plethora of libraries; notably: **Sympy**, Scipy, and matplotlib.

Proficient in Python, Java, JavaScript HTML/Sass

Ionic, git, Adobe Illustrator

Experience with Bootstrap, SQL, Express, MongoDB Adobe Photoshop, Adobe Experience Design

Familiar with React, Lisp, Latex Unity, Adobe Dreamweaver

Regents and Chancellor's Scholarship Award Winner

The most prestigious scholarship offered by the University of California to entering undergraduates.

California Alumni Leadership Scholarship Award Winner

Competitive merit based scholarship awarded for substantial leadership accomplishments.

Kamusi

Remote Summer 2017

Front End Intern

- Overview: Worked with an international team to implement the Kamusi (www.Kamusigold.org) hybrid mobile application 'EatUp!'. The team was Lead by EPFL researcher Dr. Martin Benjamin and provided enhanced menu translation
- UX/UI: Worked Extensively on MVP, conduced user research and worked to detail user persona/story.
 Worked on lo-fi prototype in Adobe Experience and helped draft early logo design.
- Technical: Constructed MVP in Ionic2 (typescript/ Angular2, Sass, HTML), worked on backend in Express and Mongodb, and helped intergrate user profiles and i18n/l10n support.

Intuit

San Diego, CA Winter 2016

UX Research Extern

- Overview: Worked with a small team on the Intuit owned Mint application. Our objective involved conducting user research and constructing a lo-fi wireframe of an Mint application that was more appealing to college students
- UX: We utilized **D4D techniques** through extensive user interviews, Empathy Mapping, creating a Mood Board, broad to narrow prototyping, User Personas, User stories, and wire framing.

CS98/198

Berkeley, CA 2016 - Current

Head Instructor

- Involves grading, creating, and maintaining the curriculum and content taught through one of the most popular student taught class on campus (120 sudents/ 800 apps).
- Technical: requires a thorough mastery of both the programming (jQuery, CSS/HTML) and Design (UI/UX) concepts taught in the class. Requires practical front end abilities to maintain the course website: wdd.io

Anova

Berkeley, CA 2016 - Current

- Lead a team of undergraduate students to teach computer science to underprivileged high school and middle school students.
- Lead the committee in charge of creating, maintaining, and organizing the curriculum taught by the organization as a whole.