Zachary Kirby

2400 Durant Ave. | Berkeley, CA. 94700

(210)875-0895 | zkirby@berkeley.edu

https://zkirby.github.io

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.

Education

University of California, Berkeley
Berkeley, CA
2016 – 2020

- 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.

Projects

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.

Skills

Proficient in Python, Java, JavaScript/jQuery, HTML/CSS, Sass.

Ionic (Angular), git, Adobe Illustrator

Experience with Bootstrap, React, Node.js

Adobe Photoshop, Adobe Experience Design

Familiar with SQL, MongoDB, Unity, Adobe Dreamweaver

Experience

Kamusi
Front End Intern
Remote
Summer 2017

- 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 Ionic (Angular-TypeScript, Sass) and contributed several significant features.

Intuit
UX Research Extern
San Diego, CA
Winter 2016

- Overview: Worked with a small team on the Intuit owned Mint application. Our objective involved conducting 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, site mapping/ paper prototyping/ wire framing.

CS98/198
Lead Instructor
Berkeley, CA
2016 – Current

- Involves grading, creating, and maintaining the curriculum and content taught through one of the most popular Decals on campus (120 sudents).
- Involves maintaining both internal and external affairs by leading the small team of TA's and sustaining the extensive alumni network
- 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 built in CSS/HTML/jQuery, Django, and MySQL.

Anova
Curriculum Chair
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.
- Spearheaded the adoption and creation of a new, extremely successful, curriculum built on a more general, non language specific, computer science mentality