

Michael Gibbes

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

L&S Computer Science BA

(GPA: 3.598)

(expected grad. Dec 18)

EXPERIENCE

Game Designer and Software Developer

(Present)

Largest projects have been in Unity, such as an experimental space exploration game. Other experience includes developing pathtracing for rays in 3D scenes, building a dialect of Python in C++, and working on optimizing a neural network for identifying cat pictures.

CS 61A Undergrad Instructor

-paid position-

(Jun. 2016 – Present)

CS 61A is a UCB course on programs and interpreters taught primarily in Python. Students create a functional replica of the Scheme interpreter by the end of the course. My experience includes:

- Hands-On Interaction: 300+ hours of teaching and debugging during lab and office hours
- Discussion: managing large sections with weekly presentations on interpreter topics
- Content: creating problems, critiquing student code composition, and grading exams

Video Games DeCal Facilitator

(Jan. 2016 – Present)

Video Games and You: A Player's Perspective is a university-sponsored, student-run class about game media. 30 students are chosen from an applicant pool to take the course.

As a facilitator, I lecture and promote discussion about topics like game psychology, narratives, and the uses of gamification as a motivator for non-game activities.

Intermission Orchestra at Berkeley

(Present)

Probably an out-of-place experience – however, making and enjoying music is an important part of who I am. After having played euphonium and piano for all my life, I now perform in the low brass section of Intermission, a student orchestra dedicated to the appreciation of music in the media of movies and games.

RELEVANT COURSEWORK

ART 178 Game Design Methods – personal game portfolio at gibby.me/portfolio.html

CS 161 Security – exploration of OS security, cryptography, network security

CS 164 Compilers - design of languages and the implementation of translators for them

CS 184 Graphics - modeling, rendering, imaging with OpenGL, portfolio at gibby.me

CS 188 Artificial Intelligence - design of intelligent computer systems