Zachary Kirby

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https://github.com/zkirby

Berkeley, CA 2016 - 2020 California, Berkeley

Major: Computer Science and Film GPA: 4.0

University of

O Course work: Structure and Interpretation of Computer Programs, Intro to Data Science, Web Design, (This semester) Linear Algebra, Data Structures.

Math Tutor

• A math education website meant to be used during live tutoring sessions for tutors wanting extra practice or guidence while tutorina.

Real Time Trivia Game

O Utilized Pyserial Python module to push commands to an open Arduino Uno Serial port through a GUI built in Python. The entire system was built to control a robotic mini-car made with the Arduino Uno for a trivia game.

EduBox Education Platform

O I constructed this application after reading an article (and then further researching) about the education crisis with regards to Syrian refugees. The platform was made with GTK+3 and meant to be installed on a \$5 Rasberry Pi, making it light weight and affordable.

Proficient in Python, HTML, CSS, Sass, JavaScript/jQuery, Adobe Illistator

Experince with Scheme/ Lisp, Bootstrap, SQL, React.js, PHP, Adobe Photoshop

Familiar with Blender, C#, AJAX, JSON, Adobe Dreamweaver

Regents and Chancellor's Scholarship Award Winner

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

Califonia Alumni Leadership Scholarship Award Winner

O Competitive merit based scholarship awarded for substantial leadership accomplishments.

Intuit

San Deigo, CA Winter 2016 Externship

- Worked with a team of 4 other Berkeley students to redesign the Intuit owned Mint app to be more appealing to college students
- O Used D4D techniques, interviewed real customers, and constructed an empathy map to help guide the redesign of the Mint app, which was then presented to a small group of Intuit software engineers. Our findings and finished product can be found at https://zkirby.github.io/m4sprototype
- Berkeley, CA 2016 - Current T A
- **O** Involves grading, creating, and maintaining the curriculum and content taught through one of the most popular Decals on campus.
- O Involves holding office hours for the class of 100 students and assisting students during the class through hands-on sections.
- Requires a thorough understanding of the programming languages and design fundamentals taught in the class and used to maintain the course website.
- Anova

Berkeley, CA 2016 - Current Curriculum Chair

- O Lead a team of undergraduate students to teach computer science to underprivileged high school and middle school students.
- O Lead the committee in charge of creating, maintaining, and organizing the curriculum taught by the organization as a whole.
- O Involves creating mini and large scale projects for students to complete in Java, Python, HTML/CSS, and Scratch.

Bottega

Berkeley, CA 2016 - Current Executive Director

- A premier computer science organization at UC Berkeley with connections to Cal Hacks, dedicated to proliferating the ideology of collaboration, construction, and participation in computer science purely for the enjoyment of coding.
- O In charge of directing and coordinating the organizations hackathon known as Ursa Hacks - A Cal-only hackathon. Involves managing the 21 memembers of the team as well as facilitating relations with other Berkeley groups and sponsors of the hackathon.

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Awards