

# SIRENA KAO

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## WORK EXPERIENCE

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### Sunright Tea Studio - *Supervisor*

Jan 2023 - Present

- Trained new team members through one-on-one sessions, utilizing positive reinforcement to drive skill development and improve performance
- Collaborated with assistant manager to identify and implement improvements in store operations and customer service, enhancing overall efficiency.
- Designed and optimized bi-weekly schedules, ensuring adherence to labor cost targets while maintaining operational efficiency.

## EDUCATION

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### Bachelor in Game Design and Interactive Media, University of California, Irvine Minor in Information and Computer Science

Expected Spring 2025

Relevant Coursework: Software Testing & QA, Intro to Data Management, User Interaction Software, Information Retrieval, Data Structure Implementation/Analysis, Intro to Software Engineering, Game Engineering.

## PROJECTS

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### DawnCore (Unreal Engine 5) - *Gameplay Programmer*

Sep 2024 - Present

University of California, Irvine

- Prototyped gameplay mechanics using visual scripting, accelerating iteration cycles and enabling rapid testing of new ideas.
- Engineered a momentum-preserving movement system with linear algebra, ensuring seamless transitions and fluid player motion for an immersive experience.
- Designed and implemented pistol and saber weapons, inspired by *Left 4 Dead 2*, refining combat mechanics to enhance player engagement and strategy.

### Quickshot (Unity) - *Gameplay Programmer*

Apr 2024 - Jun 2024

University of California, Irvine

- Engineered a momentum-preserving movement system in Unity with CharacterController, using raycasting for a physics-based grapple hook and input vector manipulation for a responsive dash mechanic.
- Implemented gun recoil using Cinemachine by dynamically modifying camera offset vectors, adding impactful feedback and enhancing weapon feel.
- Developed a persistent settings system using Unity's UI system and PlayerPrefs, enabling players to customize options like mouse sensitivity and store preferences locally across sessions.

### VEX-U Robotics - *Team Captain, Lead Programmer*

Aug 2021 - Aug 2022

Mt. San Antonio College

- Led and coordinated a cross-functional team for weekly improvement cycles, ensuring continuous progress.
- Engineered the foundational framework for robot control using object-oriented programming, establishing a scalable and maintainable codebase.
- Integrated vision and GPS sensors, boosting pathfinding efficiency by 51.1% and enhancing overall performance.
- Refined autonomous driving algorithms through iterative optimization, resulting in a 73% increase in accuracy and improved navigation reliability.

## SKILLS

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**Programming & Web Technologies**  
**Game Development**  
**Tools & Version Control**

C++, JavaScript, C#, Python, HTML, CSS, React, Node.js, MySQL  
Unreal Engine, Unity  
Perforce, GitHub, GitHub Desktop