Sakura Shih

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Professional Summary: Dedicated and skilled software engineer with experience in game engine development, specializing in custom game engine projects. Proficient in implementing various game engine features including core engine architecture, JSON serialization/deserialization, physics, particle effects, designer tools and editors, as well as raycasting and targeting algorithms. Known for optimizing game engine performance. Possesses previous experience as a Teaching Assistant in CS170 - High-Level Programming II, and actively contributes to LGBTQIA+ advocacy as President of PRISM (People Respecting Individuals and Sexual Minorities).

Professional Experience:

Engine Developer

Hazard Stripes Productions, Redmond, WA August 2024 - Present

- Led development efforts on a custom game engine project, focusing on implementing core features such as physics simulations, particle effects, designer tools and editors, raycasting, and targeting algorithms.
- Significantly optimized the game engine, achieving several hundred frames per second, enhancing overall performance and user experience.
- Collaborated with cross-functional teams to ensure seamless integration of various components into the game engine architecture.
- Conducted thorough testing and debugging to identify and resolve issues, ensuring the stability and reliability of the game engine.

Teaching Assistant

DigiPen Institute of Technology, Redmond, WA January 2024 - Present

- Provided instructional support as a Teaching Assistant for CS170 - High-Level Programming II, a C++ programming course.
- Assisted students with understanding complex programming concepts, debugging code, and completing assignments.
- Conducted review sessions and provided supplementary materials to reinforce learning objectives.

- Graded assignments and provided constructive feedback to students to aid in their academic progress.

Education:

Bachelor of Science in Computer Science and Game Design DigiPen Institute of Technology, Redmond, WA (2026)

Awards and Achievements:

- Dean's List for the Fall Semester of 2022 in recognition of academic excellence.

Leadership and Involvement:

President, PRISM (People Respecting Individuals and Sexual Minorities) August 2023 - Present

- Led PRISM in advocating for LGBTQIA+ representation and promoting a culture of inclusivity and respect.
- Organized events and initiatives to raise awareness and support for LGBTQIA+ rights and issues.
- Fostered a supportive and welcoming community for individuals of all sexual orientations and gender identities.

Technical Skills:

- Programming Languages: C++, C#, JavaScript, HTML, CSS
- Game Development: Multidisciplinary Development, Game Engine Development, Physics Simulations, Particle Effects, Raycasting, Targeting Algorithms, Unreal Engine, Unity
- Computer Science: Data Structure and Algorithm Design, Debugging, Optimization

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