

Sakura Shih

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Results-oriented Software Engineer with experience in Object Oriented Programming in C++/C# looking for a position as a Software Development Engineer Intern. Demonstrates a commitment to leadership with a focus on effective software development and software management methodologies.

SKILLS & TOOLS

- **Languages** – C, C++, C#.
- **Development Methodologies** – Agile, Task Management, Trello, Pairs Programming, Code Reviews, Design Patterns, Debugging
- **Tools**– GitHub, Git, Subversion, Visual Studio, Visual Studio Code.
- **Frameworks** – Unity, Custom Engine (Entity Component System and Component Based Architecture), ImGui, OpenGL.

PROJECTS

Co-Producer, Programmer

August 2023 – Present

HexenHold (2D Tower Defense Platformer) (C++)

- Implemented ECS engine architecture, Event System, Debug Tools, Editors, Raycast algorithms, in an OpenGL framework with C++, for optimization and flexibility purposes.
- Optimized code performance (20 fps -> 600 fps benchmarks)
- Implemented Agile strategies to coordinate communication among 7 other team members.
- Collaborated with designers to implement UX changes with designer and playtest feedback.

Engine Programmer

August 2023 – December 2023

Artefactor (2D Puzzle Game) (C++)

- Implemented component-based architecture, Data Serialization, Behaviors, Debugging Tools, Unit Tests, and Particle Systems with C++ for flexibility and developer efficiency.
- Refactored code for long-term maintainability.
- Utilized Unity for prototyping roadmap engine architecture, systems, and components.
- Participated in Agile meetings with 5 programmers and 2 designers for quick turnaround.

PROFESSIONAL EXPERIENCE

Teaching Assistant

January 2023 – Present

High Level Programming II (CS170)

- Tutored students about various concepts from C++ like inheritance and polymorphism.
- Pairs programmed with students to help students achieve understanding of C++.
- Collaborated with 11 other TAs and professors to develop comprehensive lesson plans.

EXTRACURRICULARS

PRISM (People Respecting Individuals and Sexual Minorities)

Redmond, WA

President

August 2022 - Present

- Managed communication among a student organization of 200+ students.
- Organized events with DigiPen administration and other student organizations to achieve attendances of 200+.
- Collaborated with organizations such as Gay Gaming Professionals and Seattle Pride, to represent LGBTQIA+ students and secure professional opportunities for students.
- Advocated for LGBTQIA+ student rights and representation to DigiPen administration and executives, and addressed systemic inequalities for LGBTQIA+ students at DigiPen.

EDUCATION

DigiPen Institute of Technology

Redmond, WA

Bachelor of Science in Computer Science and Game Design
2025

August 2022 - December

Honors: Dean's List (Fall 2022)