

HINA SAKAZAKI

CALL (650) 353 0369

EMAIL hinasakazaki@gmail.com

GO TO www.hinasakazaki.com

EXPERIENCE

Software Engineer Intern, Zynga (*Summer 2014*)

- Worked on New Words with Friends Android Team
- 2nd place Intern Innovation Project: "Forge"

EECS Undergraduate Peer Adviser, UC Berkeley (*August 2013 - Present*)

- Holds drop in advising hours for Computer Science students with academic, social, career questions
- Processes major and minor declaration forms, miscellaneous administrative tasks

Instructor/Co-Facilitator, Video Games and You: The Player's Perspective DeCal (*August 2013 - Present*)

- Researched and designed a 14-week student led course on Video game interaction, including mechanics, level design, genre studies, and gamification
- Gives lectures and facilitates discussion in class, held Fall 2013, Spring 2014, and Fall 2014.

President, Computer Science Undergraduate Association (*May 2013 - May 2014*)

- Served two terms as President of the oldest and one of the largest Computer Science organizations
- Department relations and industrial relations
- Organized and hosted hackathons, career fairs, and social events

Outreach Chair, Computer Science Undergraduate Association (*January 2013 - May 2013*)

- Designed, coded, and maintained the club website
- Designed posters and publicized events

Research Associate, Glass, Lewis, and Co. (*Summer 2012*)

- Analyzed company filings, summarized proposals, wrote up voting recommendations to clients

EDUCATION

UC Berkeley (*August 2011 - May 2015*)

B.A. Computer Science and Economics

Henry M. Gunn High School (*August 2007 - May 2011*)
High School Diploma

PROJECTS

For Our Fragile Worlds

Unity 2D adventure platformer for Ludum Dare 72 hour Game Jam

Forge, by Cerberus Studios*

Mobile physics puzzle game about forging metal objects, following the progression of a young scientist, Stella and her robot best friend. Created in Unity with a PM and two other developers.

Supply & Apply, by the Urban Elder Mafia*

CS 160 (User Interfaces) final project, an Android task management app specifically tailored for plumbing teams and their managers.

Super Sushi Master, by the Glasses Team*

Javascript (Quintus API) sidescroller game exploring the psychedelic effects of different types of sushi as you collect the recipes.

Take Me Away

Android Camera app that takes in a GPS location to show a picture taken at the same location, based on Flickr API.

Draw Me

Android drawing app that lets users draw and display their art.

Byte of My Heart

Personal web comic illustrating thoughts and every day life.

Weather With Friends

Android weather app that tells your weather and your friends' local weather and time.

SKILLS & COURSEWORK

Proficient: Java, CSS, HTML, Javascript, C#, MIPS, Android development, Flash, Adobe CS, LATEX, Stata, GRET, SQL, SQLite
Trombone, Japanese, DotA2

Basic Level: php, LabVIEW, Mandarin

Computer Science Coursework: Structure and Interpretation of Computer Programs, Data Structures, Great Ideas in Computer Architecture, Discrete Mathematics and Probability Theory, Electronic Engineering, Human Computer Interaction, Databases, Efficient Algorithms and Intractable Problems, Artificial Intelligence

Economics Coursework: Microeconomic Theory, Macroeconomic Theory, Econometric Analysis, History of Economic Thought, American Economic History, Economics of Discrimination, Psychology and Economics

* I love coming up with team names when I'm in a team.