HINA SAKAZAKI

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Experience

June 2014 - August 2014
Zynga Corporation
Software Engineer Intern

August 2013 - Present
UC Berkeley EECS Department
L&S CS Peer Advisor
Supports Computer Science undergraduates with course planning, career paths, graduation, and accessing resources.

May 2013- Present
Computer Science Undergraduate Association
President
As Outreach Chair (January 2013 - May 2013)
Constructed and designed the new CSUA website.
Hosted/organized career fairs, social and hack events.
Interfaces with UC Berkeley EECS Department.

August 2013 – Present
Video Games and You: The Player's Perspective DeCal
Instructor/Co-facilitator
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.

Summer 2012
Glass, Lewis, and Co., San Francisco
Research Associate
Analyzed company shareholder proposals, translated Japanese companies' corporate governance filings, and offered voting recommendations for American clients.

Education

August 2011 - 2015
UC Berkeley
BA. Computer Science and Economics

August 2007 - 2011
Henry M. Gunn High School
High School Diploma

Projects

Lost Soul
Original Art Android Game based on Google Locations API.

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

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

Supply & Apply
User Interfaces final project, an organization Android app for plumbing teams and managers to track supplies and appliances.

CSUA Publicity
Graphic design for logos and flyers, as well as web design.

Byte of My Heart
Web comic illustrating thoughts and every day life.

Game Design
Concept art for games, collab work, and general brainstorms.

Skills & Coursework

Proficient: C, HTML, CSS, Java, MIPS, Android SDK, Flash, Adobe CS, Wordpress, LATEX,GRETL, Stata
Basic Level: php, mySQL, javascript, LabVIEW

- Structure and Interpretation of Computer Programs
- Data Structures,Great Ideas in Computer Architecture
- Electronic Techniques for Engineering
- Linear Algebra and Differential Equations
- Human Computer Interaction
- Databases
- Macroeconomic Theory, Microeconomic Theory
- Econometric Analysis
- American Economic History
- Multivariable Calculus
- History of Economic Theory
- Economics of Discrimination