

Hina Sakazaki

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY
BA IN COMPUTER SCIENCE AND ECONOMICS
May 2015 | Berkeley, CA

LINKS

Github:// [hinasakazaki](#)
LinkedIn:// [hinasakazaki](#)
Itch.io:// [hinerz.itch.io](#)

COURSEWORK

UNDERGRADUATE

Human Computer Interaction
Artificial Intelligence
Introduction to Database Systems
Computer Security
Efficient Algorithms and Intractable Problems
Game Design Methods

CODEPATH

iOS and Swift for Engineers

SKILLS AND ACTIVITIES

PROGRAMMING

Industry Level
Android Java • iOS ObjC • Unity C#
Hobby Level
CSS • JavaScript • Python • iOS Swift
Academic Level
SQL • Assembly • C • Scheme

VOLUNTEERING & ACTIVITIES

- Girl Game Makers: working with Zynga.org to engage local students (especially female) in tech and computer science
- High School Game Jams: participated in multiple high school game jams to provide guidance and put their ideas into code
- Ludum Dare: regularly participates and publishes little games, most recently "My Magical Best Friend" and "Labor Day: The Game" available on [hinerz.itch.io](#)
- Zynga Jazz Band: leads jazz combo sessions on Wednesday nights with fellow Zynga employees

EXPERIENCE

ZYNGA | SOFTWARE ENGINEER, AD PLATFORM TEAM

June 2015 - Present | San Francisco, CA

- Worked on Zynga Ad Delivery Engine as part of a small agile team, developing the SDK used across the company to target, surface, and track ads
- Investigated code size and memory performance impact of the SDK and web view ads in native and Unity games on iOS and Android platforms, presented results to devs across the company in October 2015
- Created a new demo app for the SDK which dynamically loads specified ad slots from a Google spreadsheet for a better QA and developer experience, as part of the Fall 2015 Central Tech Org Hackathon
- Was embedded in New Words with Friends (Q4 2015, Q1 2016) rapid prototyping new ad features, implementing fixes for revenue impacting issues, and integrating new partner networks for filling ad demand - 2015 was the strongest advertising year to date, with New Words with Friends generating the highest quarterly bookings in the 6-year history of the game
- Currently works on new ad features, refactor of the SDK, and managing releases

UC BERKELEY | CO-FOUNDER, INSTRUCTOR AND FACILITATOR, VIDEO GAMES & YOU: THE PLAYER'S PERSPECTIVE DECAL

August 2013 - December 2014 | Berkeley, CA

- Researched and designed a 14 week student led course on Video Game Interaction, including popular mechanics, level design, genre studies, diversity, and gamification
- Gave lectures, facilitated discussions, and graded fortnightly EXP Reports and semester final projects to roughly 30 students for three semesters - with a demand outnumbering the class size limit, application numbers averaged 70 per semester

ZYNGA | SOFTWARE ENGINEERING INTERN, WORDS WITH FRIENDS

May 2014 - August 2014 | San Francisco, CA

- Fixed bugs and added localization features in a small Agile New Words with Friend Android Team which launched its product in October 2014 which was top 5 of the Play Store for the following months
- Created a new puzzle game with liquid physics and a cute backstory with a team of 4 interns for the Intern Innovation Competition, awarded 2nd place for creativity and technical completion

UC BERKELEY | PRESIDENT, COMPUTER SCIENCE UNDERGRADUATE ASSOCIATION

May 2013 - May 2014 | Berkeley, CA

- Organized hackathons, career fairs (UCB Startup Fair), dinners with faculty, and LAN parties
- Improved processes, introduced new goals and tenets to improve CS students' mental, social, and learning experience through the club

NOTABLE SIDE PROJECTS

October 2015	Sway	Swift, Parse backend, audio collaboration app
		First Place winner app in CodePath iOS for Engineers
May 2014	Slingshot Ink	Multiplayer competitive tattoo parlor simulation game built on Unity and Photon Networking