Ishin Iwasaki

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Education

MS - Computer Science, Western Washington University (2020 - 2022)
BS - Computer Engineering, University of Florida (2011 - 2016)

Experience

Game Developer, Omega Intertainment (May 2023 - Present)
- Implemented features and bug fixes as assigned on Jira with Agile methodology for Tower Song
- Participated in team meetings and live playthroughs to offer input on game design
- Integrated Steam into Tower Song for the overlay, achievements, and deploying to Steam
- Made marketing trailers, maintained public discussion boards, and did other duties as necessary

Teaching Assistant, WWU (Sept. 2020 - Sept. 2022)
- Worked with professors to help deliver quality education during remote/hybrid teaching
- Graded labs, led guided lecture sessions, held office hours to assist students
- Debugged student code and prototyped assignments for professors

Outreach Educator / Coordinator / Supervisor, Pacific Science Center (2016 - 2020)
- Delivered engaging, hands-on science programming to over 10,000 students across the PNW
- Applied programming skills to improve existing systems, such as an automatic hours tracker with JavaScript or creating a new material inventory system React Native
- Enhanced the quality of digital planetarium shows with new interactive lesson plans written in HTML and StratoScript

Projects

Portraits of the Rim | C#, Unity (Scripting) | https://github.com/Twopennydoodle/Portraits-of-the-Rim
- A portrait generation mod for a colony simulation game, RimWorld. I did not create the mod, but since its creation I am the only programmer maintaining the project. I update the mod with new features requested by the artist, Twopennydoodle, and fix bugs brought up by the community.

Intertwined | Vue.js, HTML, CSS | https://github.com/iiwasaki/intertwined
- MS thesis project based off of Twine, an open-source web app for developing interactive fiction stories. Adds the ability to collaborate in real-time with other users to build a story together.

Science Fair Sabotage | C#, Unity | | iiwasaki.itch.io/science-fair-sabotage
- A simple point-and-click adventure game developed in 48 hours for the Seattle Indies Game Jam

Publications

- Ishin Iwasaki, Caroline D. Hardin. *Intertwined: Enhancing K-12 Pair Programming Engagement Using Real-Time Collaboration with Twine.* Presented at ACM SIGCSE 2023 https://doi.org/10.1145/3545945.3569819
- Ishin Iwasaki, Corben Roszak, Parama Chaudhuri, Katherine LaRue, Caroline D. Hardin. *Robots, Everlasting? A Framework for Classifying CS Educational Robots.* In M. Kalogiannakis & M. Ampartzaki (eds.), *Advances in Research in STEM Education.* DOI: 10.5772/intechopen.103162. (2022) https://www.intechopen.com/chapters/81435

Misc. Skills

- Fluent in Japanese, 5+ years classroom teaching experience, proficiency with Adobe Photoshop, Indesign, Premiere Pro

References are available upon request.