

Isaac “Zack” Cinquini

Programmer who loves crafting organized and intuitive experiences for users.

isaac.cinquini@gmail.com | [linkedin.com/in/zackcinquini](https://www.linkedin.com/in/zackcinquini) | zack5.github.io | (650) 339-5574

Experience

UI Engineer, Ubisoft (2020 - 2025)

Main point of contact for UI Engineering on XDefiant.

Used C++ and Ubisoft’s proprietary Snowdrop engine to ensure all UI elements were functional and optimized for performance on PC and consoles. Designed elegant hooks into gameplay data for UI technical artists.

Owned frontend state management, system to display 3D characters within menus, and UI for progression systems. First responder to urgent live UI issues.

Trained and mentored new UI team members in France and Australia. Cofounded Sydney studio’s LGBTQ+ employee resource group.

Co-creator, Super Dark (2020 - 2023)

Super Dark is a social deduction board game about dark money in politics. Supported all aspects of production across our five-person team, including design, playtesting, manufacturing, and fulfillment. Funded through a successful Kickstarter campaign that raised over \$25,000.

Technical UI Design Intern, Santa Monica Studio (2019)

Collaborated with designers and artists to implement HUD and menu elements for God of War: Ragnarok.

Software Engineer Intern, PlayStation (2018)

Wrote C++ and Python modules to facilitate automated testing of sensors on PlayStation peripherals by a robotic arm.

CS 106 & 107 Course Assistant, Stanford (2018 - 2020)

Led a weekly section in Stanford’s Computer Science systems classes. Held office hours and graded students’ assignments and exams.

Research Lab Assistant and Bio-X Fellow, Boettiger Lab (2017 - 2018)

The Boettiger Lab is developing novel super-resolution imaging techniques to study the role insulator elements play in chromatin spatial organization. I improved the image analysis pipeline to optimally localize illuminated segments of DNA/RNA and accurately reconstruct the underlying molecules.

Education

Stanford University (2019 - 2020)

MS in Computer Science
Emphasis in graphics

Stanford University (2015 - 2019)

BS in Computer Science
Emphasis in artificial intelligence

Personal Projects

Echoes of Wisdom UI Exploration

Prototyping and evaluating UI alternatives for *The Legend of Zelda: Echoes of Wisdom*. Made with TypeScript and React. ([demo](#))

PassMapper

Digital portfolio of my transit card collection. Made with TypeScript and React. ([demo](#))

Publications

Nature (2019)

Visualizing DNA folding and transcription in embryogenesis at single-cell resolution (co-author)

doi.org/10.1038/s41586-019-1035-4

Skills

Programming: C++, C#, Python, JavaScript, TypeScript, React

UX Design: Prototyping, Rapid iteration, Designing for Accessibility, Designing for Localization

Tools: GitHub, Perforce, Figma, Illustrator, Photoshop, After Effects, Video Processing, Visual Scripting, Unity, 3D Graphics