

# Hina Sakazaki

<http://hinasakazaki.com>  
[hinasakazaki@gmail.com](mailto:hinasakazaki@gmail.com)

## 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](#)

## SKILLS AND ACTIVITIES

### NOTABLE SIDE PROJECTS

Every Day The Game - Fall 2017  
Sidescrolling quasi-shooter with dialog choices used for a marriage proposal

Sway - Fall 2015  
Swift, Parse backend, audio collaboration app; First Place winner app in CodePath iOS for Engineers

Slinging Ink - Spring 2014  
Multiplayer competitive tattoo parlor simulation game built on Unity and Photon Networking

### PROGRAMMING

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

### VOLUNTEERING & ACTIVITIES

- Women At Zynga: One of the 5 board members of a group with mission to foster an environment that empowers women to succeed and become leaders in their careers and communities
- Girl Game Makers & Girls Who Code: working with nonprofits to engage local students in tech and computer science
- Zynga.org Volunteering Captain: organized and executed Ocean Beach cleanup event for Zynga employees
- Zynga Jazz Band: leads jazz combo sessions on Wednesday nights with fellow Zynga employees

## EXPERIENCE

### ZYNGA | SENIOR SOFTWARE ENGINEER, CLIENT INFRASTRUCTURE

August 2017 - Present | San Francisco, CA

- Tech lead of the client infrastructure team which supports and develops client SDKs and software used to distribute SDKs
- Winner of the Q2 2017 Get S\*\*t Done Award for driving and implementing high priority and time sensitive initiatives in the Ads SDK, while maintaining high quality User Acquisition client support

### ZYNGA | SOFTWARE ENGINEER, CENTRAL TECHNOLOGY ORG

June 2015 - September 2017 | SF - Ad Platform Team

- Worked on Zynga Ad Delivery Engine as part of a small agile team, managing releases and 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
- 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

October 2017 - July 2017 | SF - Client Tech Team

- Winner of the Q1 2017 Engineering Rockstar award for driving data quality and technical robustness in the User Acquisition SDK and process of integrating User Acquisition in games

### 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
- Created a new puzzle game 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), and social events
- Improved processes, introduced new goals and tenets to improve CS students' mental, social, and learning experience through the club