Hina Sakazaki

http://hinasakazaki.com
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

See other games at
hinasakazaki.com/tags/games

PROGRAMMING

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

VOLUNTEERING & ACTIVITIES

• Googler Orchestra: Trombone section lead and video editor for virtual orchestra performances
• Google in Residence: Mock interviews students from HBCUs as part of Google programs to help prepare candidates
• Women At Zynga: Led the group as one of 5 board members with the mission to foster an environment that empowers women to succeed and become leaders in their careers and communities, and founded an engineering subgroup

GOOGLE AI | ML Infrastructure Engineer
February 2020 - June 2021 | San Francisco, CA

- Built infrastructure from ground up for game developer ML service in a startup-like environment, built the open source version, and published Google AI blog post
- Led the service reliability effort with monitoring & alerting, developer tools, and testing infrastructure
- Collaborated with external company for integration of the product

YOUTUBE TRUST & SAFETY | Full Stack Software Engineer
April 2018 - February 2020 | Mountain View, CA

- Designed and implemented new tools and features, and troubleshooted emergencies in the YouTube review system
- Led a large-scale infrastructure migration requiring coordination among 5 engineers

ZYNGA | Senior Software Engineer, Client Infrastructure
August 2017 - April 2018 | 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

- As part of a small agile team, managed releases and developed 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 '15, Q1 '16) rapid prototyping

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
Designed a 14 week student led course on Video Game Interaction, including popular mechanics, level design, genre studies, diversity, and gamification for roughly 30 students for three semester

ZYNGA | Software Engineering Intern, Words With Friends
May 2014 - August 2014 | San Francisco, CA
Added features to New Words with Friends Android app and created a puzzle game as part of Intern Innovation competition, awarded 2nd place

UC BERKELEY | President, Computer Science Undergraduate Association
May 2013 - May 2014 | Berkeley, CA
Led the UC Berkeley CSUA through events such as hackathons and career fairs, as well as introducing goals and tenets to improve CS students' experience.