

Diana Joya

Anaheim, CA • 954-471-5814

Diana-Joya@outlook.com • [linkedin.com/in/Diana-Joya](https://www.linkedin.com/in/Diana-Joya) • github.com/Diana-Joya

EDUCATION

California State University, Fullerton | Fullerton, CA

Expected Graduation: December 2020

Bachelor of Science, Computer Science | GPA: 3.66

Honors: Dean's List Fall 2018 through Spring 2020, Purpura Engineering & Computer Science Scholarship 2020

Relevant Coursework: Data Structures & Algorithms, Artificial Intelligence, Computer Graphics, Linear Algebra, Game Design

SKILLS

Programming Languages and Technologies: Python, C++, JavaScript, HTML, CSS

Experience with: Unreal Engine, Maya, Adobe Photoshop, Spanish (fluent)

WORK EXPERIENCE

FOX Corporation | Los Angeles, CA

February 2020 – May 2020

Software Engineer Intern, Front-End Engineering

- Optimized website analytics improving 20% of event-based data analytics on the *Fox.com* website tracking user engagement by programming new JavaScript event calls and deprecating legacy code
- Enhanced development workflows by fixing 80% of React build warnings and errors flagged by Jenkins in existing code base
- Maintained cross platform UI features by implementing, testing, and debugging HTML and CSS code
- Collaborated with FOX's Consumer Products & Engineering teams, completing biweekly Agile scrum development sprints, issue tracking with Jira and performing daily code reviews using Bitbucket and Git version control

PROJECTS

Python | Facial Expression Recognition Game | GitHub: [Diana-Joya/Polar](https://github.com/Diana-Joya/Polar)

April 2020 – May 2020

- Trained a facial expression recognition machine learning model using deep learning tools such as Keras and TensorFlow
- Developed an OpenCV multithreaded system to receive and process real-time camera input and emotion recognition output
- Programmed AI behavior, UI and animations based on facial expression input to provide unique gameplay experiences

C++ | Raytracer | GitHub: [Diana-Joya/Raytracer](https://github.com/Diana-Joya/Raytracer)

March 2020 – April 2020

- Built a linear algebra library capable of performing 3d vector and matrix math operations
- Programmed raytracer features and algorithms needed to render visual scenes provided to the raytracer as json files
- Implemented build tools that perform raytracing calculations needed for pixel shading and projection rendering

C++ | Unreal Engine Game Demo | GitHub: [Diana-Joya/PC-CR](https://github.com/Diana-Joya/PC-CR)

May 2019 – June 2019

- Created 3d animated game using C++ and blueprints to implement core gameplay, UI features and character animations
- Scripted world behavior using Unreal Blueprints scripting to implement dynamic world creation

LEADERSHIP & ACTIVITIES

Women in Animation (WIA): Mentor Circle, Mentee

September 2020 – Present

- Member of a 5-student mentorship circle led by a pipeline VFX technical director from Industrial Light & Magic, participating in biweekly meetings covering writing code for movies, production pipelines and technical direction

Google's Hispanic Student Leadership Summit 2020, Student Leader

May 2020 – August 2020

- Chosen by Google as one of 49 student leaders across the United States (out of 1300+ applicants) to participate in exclusive leadership sessions and technical / design thinking workshops, as well as receive one on one mentorship from Googlers

Project RAISE, Peer Advisor

January 2019 – Present

- Mentor 21 computer science and engineering students by sharing career growth and personal development resources that promote diversity in tech fields, as well as lead onboarding training sessions for 10 new Peer Advisors

Video Game Development Club (VGCD), Active Member

August 2018 – Present

- Engage in weekly game lab meetings collaborating with other students to learn game development and Unity game engine, as well as take part in industry guest speaker events as part of educational focus on the video game and animation industry