

# Diana Huang

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## EDUCATION

### UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

#### BS IN COMPUTER SCIENCE

#### + LINGUISTICS

College of Liberal Arts and Sciences

Expected Dec 2019

Major GPA: 3.57 / 4.0

Dean's List (2017)

## COURSEWORK

### COMPLETED

Computer Architecture

Data Structures

Discrete Mathematical Structures

Statistics & Probability

Elements of Game Design

Intro to Unity & Game Design

Topics in Gaming Media

### CURRENT

Systems Programming

Virtual Reality

User Interface Design

## SKILLS

### GAME ENGINES

Unity Engine

Unreal Engine

### PROGRAMMING

Principal Languages:

C++ • C# • C • Java • Visual Basic

Auxiliary Languages:

MIPS • Verilog • LaTeX • MatLab

### SYSTEMS

Visual Studio • Linux • GitHub • GitLab

## LEADERSHIP

### PUBLIC & CORPORATE MANAGER OF GAMEBUILDERS

Maintains contact with alumni and connects our members with game companies.

Only undergraduate organization focused on video game development.

Largest and oldest group under U of I's

ACM, the largest national ACM chapter.

## WORK EXPERIENCE

### NETWORK FLOW | SOFTWARE PROGRAMMING INTERN

June 2018 - August 2018 | Urbana, IL | C++

- Wrote the foundational code for a collection of tools that compute and visualize maximum flow on various networks.
- Utilized the C++ boost library to enhance efficiency of existing network flow tools.
- Reviewed code and had all code pushed to production.

### DEEPSOIL | UI PROGRAMMING INTERN

June 2017 - August 2017 | Urbana, IL | Visual Basic

- Developed the interface for DEEPSOIL platform, a site response analysis software for geotechnical engineering.
- Implemented features such as multiple user language selection and simultaneous plot/graph view of several motions.
- Reviewed code and had all code pushed to production.

### INTRO TO UNITY AND GAME DESIGN | TEACHING ASSISTANT

December 2017 - January 2018 | Urbana, IL | C#

- Supervised several student Unity projects and assisted with their design and development eight hours a week.
- Helped students further develop their Unity Engine and C# scripting skills.

## INDEPENDENT PROJECTS

### UE4 ROLE-PLAYING GAME - ELYSIAM | GAME PROGRAMMER

June 2018 - Present | Unreal 4

- Developing a large scoped RPG featuring action combat, AI, story, etc.
- Gained experience using Unreal 4 tools such as Blueprint Visual Scripting, Behavior Trees, Anim Blendspaces, etc.
- Built to allow non-technical individuals to iterate on the project without programmer assistance.

## GROUP PROJECTS

### MECHMANIA 2018 | PROGRAMMER AND DESIGNER

Dec 2017 - October 2018 | Unity3D

- Programmed and designed an autonomous program in a team based environment.
- Implemented parser for streams of JSON containing game data and wrote robust code to visualize the animations and graphics in Unity3D.
- Mechmania is a 24-hour hack-a-thon at the annually hosted Reflections Projections technology conference at U of I.

### ASCEND | LEAD PROGRAMMER AND PROJECT MANAGER

Nov 2017 - Present | Unity2D

- Plans meetings and keeps the development on schedule for a 2D puzzle platformer game in the works by undergraduate students at the U of I.
- Developing the UI design, 2D physics implementations, and character animation.