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

Systems Programming
Computer Architecture
Data Structures
Discrete Mathematical Structures
Virtual Reality
Statistics & Probability
Elements of Game Design
Intro to Unity & Game Design
Topics in Gaming Media

CURRENT

Algorithms & Models of Computation
Computational Morphology

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 - Aug 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 - Aug 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

Dec 2017 - Jan 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 - Oct 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.

VR ARCHERY | Lead Programmer

Oct 2018 - Dec 2018 | Unity3D
- Programmed and designed a virtual reality tower defense archery game.
- Developed the waypoint navigation system, dynamic HUD, and realistic archery mechanic.
- Gained experience using Oculus integration with Unity.