




# DIANA HUANG

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## Experience

### Associate Software Engineer

C# | .NET

*Blizzard Entertainment*

*Jan 2020 – Present*

- Implemented several key features in Echo, a player feedback processing tool
  - Refactored user feedback cache to utilize the most precise data available and reduce runtime
  - Designed a time sliced version of Echo to mitigate scaling risks
  - Developed a bootstrapper program to automate the running of the latest release of Echo through Jenkins
  - Correlated data from different data sources and wrote SQL queries to extract useful information from large datasets
  - Set up a local development database environment to make iterations safer and faster
  - Responded to and debugged emergent issues in live Echo runs
  - Adhered to SOLID and testability principles in tech design and implementation
  - Wrote clear technical documentation used by stakeholders to onboard and debug
- Collaborated with QA leads to iterate on Echo features
  - Led the work with stakeholders to define user workflow
- Implemented retries in legacy testing tool with full unit testing, resulting in reduced downtime for stakeholders.
- Improved and participated in team's daily Scrum processes by providing improvement suggestions

### Software Engineering Intern

C# | ASP.NET Core

*Blizzard Entertainment*

*June 2019 - Aug 2019*

- Created a web application that reports broken web links within company network.
- Developed a Web API to authenticated user against Blizzard's Okta federated identity gateway by handling SAML assertions.
- Assisted in Girls Who Code course, Intro to C#

### Intro to Unity and Game Design Teaching Assistant

C# | Unity Engine

*University of Illinois at Urbana-Champaign*

*Dec 2017 - Jan 2018*

- Supervised several student Unity projects and helped them develop their Unity Engine and C# scripting skills by answering/debugging questions and issues.

### Software Engineer

C# | Unity Engine

*MechMania 2018 & 2019*

*Dec 2017 - Oct 2019*

- Implemented custom JSON parser to handle game state data and wrote visualization pipeline to display the animations and graphics in Unity3D.
- MechMania is an AI hack-a-thon hosted by the Reflections Projections tech conference at UIUC.

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## Skills

**Primary Languages:** C#, C, C++, VBA, Python

**Frameworks:** .NET, ASP.NET Core, MVC, Hadoop, React Native, RestAPIs

**Databases:** SQL, MariaDB, Elasticsearch, ODBC

**Engines:** Unity Engine

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## Education

### University of Illinois at Urbana-Champaign

*BS in Computer Science & Linguistics*

*Graduated Dec 2019*

- Major GPA 3.57/4.0