




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
- Refactored client code in legacy tool with full unit testing, resulting in reduced downtime
- 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 (AI Hack-a-thon)

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.

Skills

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

Frameworks/Architectures: .NET, ASP.NET Core, MVC, Hadoop, RESTful APIs, React Native

Databases: SQL, MariaDB, ElasticSearch, ODBC

CI CD/Deploy: Jenkins, Octopus Deploy

Engines: Unity Engine

Game Credits

World of Warcraft: Shadowlands

Diablo Immortal

Diablo II: Resurrected

Education

University of Illinois at Urbana-Champaign

BS in Computer Science & Linguistics

Graduated Dec 2019

- Major GPA 3.57/4.0
- Dean's List 2017