

# Diana Huang

Portfolio: <https://dhuang19.github.io/>  
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## EDUCATION

### UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

#### BS IN COMPUTER SCIENCE & LINGUISTICS

College of Liberal Arts and Sciences  
Graduated Dec 2019  
Major GPA: 3.57 / 4.0  
Dean's List (2017)

## SKILLS

### GAME ENGINES

Unity Engine • Unreal Engine

### PROGRAMMING

Principal Languages:

C# • C • C++ • Java • Visual Basic

Auxiliary Languages:

MIPS • Verilog •  $\LaTeX$  • MatLab

Frameworks:

ASP.NET Core • MVC • React Native

### SYSTEMS

Visual Studio • Linux • GitHub • GitLab  
• JIRA • Jenkins

## LEADERSHIP

### PUBLIC & CORPORATE MANAGER OF GAMEBUILDERS

- Maintained 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

### BLIZZARD ENTERTAINMENT | ASSOCIATE SOFTWARE ENGINEER

Jan 2020 - Present | Irvine, CA | C#

- Create and maintain content testing tools used across multiple game projects.
- Assist in implementing simpler solutions to existing complex problems and workflows.
- Work closely with product managers to design and deliver services with high uptimes.

### BLIZZARD ENTERTAINMENT | SOFTWARE ENGINEER INTERN

June 2019 - Aug 2019 | Irvine, CA | C# • ASP.NET Core

- 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 my mentor in 8-hour Girls Who Code course.

### 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.