

Diana Kumykova

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Who am I? A programmer and game developer always looking for opportunities to improve her skills and create awesome things!

Work Experience

Software Engineer Intern, Tyler Technologies, Latham, NY Jun 2019 - Aug 2019

- Worked independently on a project involving integrating a new telematics IoT device into an Android application (Xamarin) connecting through Wifi Direct, transmitting data using TCP
 - Through successfully prototype, facilitated discussion over decision to utilize new IoT device, which granted access to more data for use for Tyler Tech
- Assisted team on ASP.NET Core website
 - Built tools in Vue for easier page deep linking; made Angular to Vue conversions of webpages

Software Developer, WPI UXDM Laboratory Nov 2018 - present

- Working with a team of PHD, graduate, and undergraduate students under a WPI professor to research innovation in User Experience Design
- Independently worked on a game in C# which utilizes Tobii eye-tracking software to play; will be used by future WPI students to collect data on UX
- Currently working on improving an eye-tracking research software built in C# and VueJs, and integrating into custom software suite provided by UX Lab

Projects

Call of Karen, WPI June 2019 - present

- Lead gameplay and audio programmer on a first person comedy-horror game built in Unreal Engine 4
- Implemented core class structure, gameplay mechanics, AI systems and audio
- Acquired comfort and proficiency in Unreal Blueprints and C++ (UDK)

WPI PAX Booth, PAX 2020 Aug 2019 - Mar 2020

- Led team of students in planning the WPI booth which presented all 4 days of PAX
- Vetted and playtested all games shown
- Organized booth setup and takedown, handled communications between game developers and booth team, handled communications with PAX organizers

Hospital Kiosk Application, Software Engineering, WPI Mar 2019 - Apr 2019

- Scrum Master and Assistant lead for team of 9 students
 - Led daily scrums and sprint planning, mentored junior developers, assisted with team conflict resolution
- With team: created pathfinding and general help application for a WPI-affiliated hospital kiosk
- Gained great familiarity and comfort with Java, Git and Git workflow

Dragonfly Engine and Fatal Error, WPI Oct 2019 - Dec 2019

- Implemented fully functional ASCII-art game engine Dragonfly in C++
- Fatal Error: 2D fighting game implemented in Dragonfly
 - Sourced and implemented all audio, programmed gameplay for half of all playable characters and built out base player code structure

AI for Interactive Media and Games, WPI	Oct 2019 - Dec 2019
<ul style="list-style-type: none"> - Birds and Boids: relaxing interactive experience playing with boids through the use of the Leap Motion; programmed audio and Leap Motion-Unity interaction - Familiarized with and/or implemented following AI techniques: procedural generation, behavior and decision trees, flocking behaviors, utility-based AI 	

User Experience and Design, WPI	Jan 2019 - Mar 2019
<ul style="list-style-type: none"> - Worked within a team of 4 students to prototype college study-space finding application design and iterated over it over the course of 7 weeks to create final mockup. - Became very familiar with following user-centered design concepts: personas, user story creation, user testing 	

Education Worcester Polytechnic Institute (WPI)

Bachelor of Science in Computer Science	May 2021
Bachelor of Science in Interactive Media & Game Development-Technology	

Skills	C#, C++, Git, HTML/CSS, Javascript, Unreal Engine 4, Visual Studio, C, Vue, Unity, Java, Xamarin, JQuery, Oracle SQL, Agile, Reaper, Ubuntu, Windows 10, Racket, Arduino, Cycling '74, Excel, Word, Outlook
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Related Courses

Technical Game Development I & II, Object Oriented Analysis and Design*, Digital Game Design*, Computer Networks, Database Systems I, Operating Systems, Algorithms, Human-Computer Interaction, Topics in Interactive Programming, Calculus I-IV, Ordinary Differential Equations
 *to be completed May 2020

Activities	Secretary of WPI ACM, WPI	Feb 2020 - present
	WPI Wireless Association, WPI	Apr 2019 - present
	International Game Developers Association, WPI	Aug 2017 - present
	PERIOD at WPI, WPI	Aug 2018 - present

Awards	MassDigi Game Challenge Runner-Up	Feb 2020
	Presidential Scholarship, WPI	Aug 2017 - present
	WPI Dean's List	Aug 2017 - present