

# Diana Kumykova

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**Objective** Internship within the field of computer science and/or game development

**Education** **Worcester Polytechnic Institute (WPI)**, Worcester, MA May 2021  
Bachelor of Science in Computer Science  
Bachelor of Science in Interactive Media & Game Development-Tech  
**Littleton High School**, Littleton, MA May 2017  
High School Diploma

**Related Courses** Operating Systems\*, Foundations of Computer Science\*, Human-Computer Interaction\*\*, Software Engineering\*\*, Topics in Interactive Programming, Object-Oriented Design Concepts, Calculus I-IV, Ordinary Differential Equations  
\*to be completed by March 2018  
\*\*to be completed April 2018

## Work Experience

**Junior 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. Currently working independently on a game that will utilize Tobii eye-tracking software to play, and will be used by future WPI students to collect data on UX.

## Projects

**Machine Organization and Assembly Language**, WPI Oct 2018 - Dec 2018  
Worked with memory hierarchies, caches, stacks and procedures, and low-level I/O on various 2-week long projects. Gained familiarity with analyzing and using assembly language and machine code, as well as greater confidence writing and debugging in C.

**Algorithms**, WPI Oct 2018 - Dec 2018  
Obtained familiarity and comfort with data structures and data abstraction techniques, as well as how to construct and analyze algorithms of varying efficiencies. Gained fundamental knowledge of graph theory, sorting, string processing, and greedy algorithms.

**Making Music with Machines**, WPI Aug 2018 - Oct 2018  
Worked with 2 other students on a 7-week project to create a 3 part programmable, semi-autonomous instrument. Designed and built a 4-stringed instrument which could be tuned and play a song on its own through an Arduino Uno and Ableton Live.

**Systems Programming Concepts**, WPI Aug 2018 - Oct 2018  
Created large scale programs focused on concepts of manual memory management, pointers, and other system-level constructs in C and C++. Gained proficiency in debugging C and C++, clean documentation practices, navigating Ubuntu OS, version control and testing through the use of Git.

**FIRST Robotics Team 6328** Littleton, MA Jun 2016 - Jun 2017  
Worked with a group of twenty students and ten mentors to design and build a robot to compete in 2017 FRC Steamworks. As a member of the main presentation team spoke with judges, schools, and sponsors about the development of the team and sponsorship opportunities, while fostering an appreciation for STEM in the Littleton community. Completed two regional events, obtained first place at SNH qualifiers, competed in St. Louis World competition during rookie year.

**Skills** C, C++, Visual C#, Java, Git, Ubuntu, Windows 10, Racket, Arduino, Excel, Word, Outlook

<b>Activities</b>	<b>Promotion of Animal Welfare Society, WPI</b>	Feb 2017 - present
	<b>Game Development Club, WPI</b>	Aug 2017 - present
	<b>Relay For Life Leadership Board, Littleton High School</b>	Sep 2014 - Jun 2017
	<b>Humanitarian Club, Littleton High School</b>	Sep 2015 - Jun 2017
	<b>Reuben Hoar Library Volunteer, Littleton, MA</b>	Jun 2013 - Aug 2017
<b>Awards</b>	<b>Presidential Scholarship, WPI</b>	Aug 2017 - present
	<b>First Place New England District Southern NH FRC Event</b>	Apr 2017
	<b>National Honor Society, Littleton High School</b>	Apr 2016 - Jun 2017