

# Diana Kumykova

teacat.dev

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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**, Twitch, Seattle, WA (REMOTE) Jun 2020 - Aug 2020

- Worked as a full-stack engineer in charge of creating a new feature page for the creator offline channel page on the Twitch website which displays all monetary methods of supporting creators
- Built and tested frontend code in React/Typescript and backend queries to and schema for database in GraphQL
- Wrote and maintained technical design document for project; facilitated conversation between feature teams and solved issues around design and implementation

**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**, Trumbus Games 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)
- Available for free on Steam! Search [Call of Karen](#) in the Steam Store

**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

- 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

- 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**

Typescript, Javascript, Git, C#, GraphQL, Unreal Engine 4, HTML/CSS, C++, Visual Studio, C, Vue, React, Reaper, Ableton, Unity, Java, Xamarin, JQuery, Oracle SQL, Agile, Linux, Windows 10, Racket, Arduino, Cycling '74

### **Related Courses**

Grad Artificial Intelligence\*, Object Oriented Analysis and Design\*, Technical Game Development I & II, 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 Dec 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