Diana Kumykova

100 Institute Road, Box #3889

Worcester, MA 01609

(978) 496-6572

dkumykova@wpi.edu

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

Education   **Worcester Polytechnic Institute (WPI)**, Worcester, MA

Masters of Computer Science   December 2021

Bachelor of Science in Computer Science   May 2021

Bachelor of Science in Interactive Media & Game Development-Technology

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

Related Courses

Computer Networks*, Database Systems I*, Human-Computer Interaction, Algorithms, Operating Systems

*to be completed October 2019

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 connecting through Wifi Direct and transmitting data over a TCP socket connection. Application was completed in Xamarin (C#). Worked with a team of developers on an ASP.NET Core website building tools in Vue for easier page deep linking and making 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. Worked independently on a game in C# that will utilize Tobii eye-tracking software to play, and 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 Vue.

Projects

Call of Karen Game, WPI   June 2019 - present

Currently working with 3 other students on a first person comedy-horror game built in Unreal Engine 4 as a lead programmer and designer.

Software Engineering, WPI   Mar 2019 - Apr 2019

Worked for 7 weeks on a team of 9 students and 1 coach to create a pathfinding and general help application in Java for a WPI-affiliated hospital kiosk. The team utilized Agile project management to create the application from initial prototyping to final product in a series of sprints; the final application was then presented in front of a board of employees from said hospital. Gained great familiarity and comfort with Git and Git workflow. Maintained the positions of student Scrum Master and Assistant Lead on the team.

Game Audio I and II, WPI   Aug 2018 - Dec 2018

Created and edited stems for a cinematic cutscene along with 3 other students as part of a 2 week project. Created a sound effect library through the use of Foley and audio editing and used to fully implement audio in a game cutscene of choice. Through both classes have become comfortable in Reaper and familiar with game audio concepts and technology.

User Experience and Design, WPI   Jan 2019 - Mar 2019

Became very familiar with user-centered design concepts such as personas, user story creation, and user testing. Worked within a team of 4 students to prototype a design and iterate over it over the course of 7 weeks to create final mockup.

Activities   **WPI Wireless Association,** WPI   Apr 2019 - present

Game Development Club, WPI   Aug 2017 - present

PERIOD at WPI, WPI   Aug 2018 - present