

Diana Dou
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Technical Skills

Programming Languages: Python, JavaScript, HTML, CSS, C++, C#, SQL, R

Productivity Tools: Adobe Premiere, Adobe Photoshop, Articulate Storyline, AutoCAD, Blender, Figma, Oracle Apex, Power BI, Unity, Web Flow

Education

University of British Columbia - Bachelor of Science

- Major in Computer Science

Sep 2019 - Sep 2024 (anticipated)

Relevant Courses: Computer Graphics(A), Introduction to Relational Databases(A+)

GitHub: <https://github.com/shaqiumeiying>

Projects

Insight UBC: Full Stack Website Development

Jan 2024 - Apr 2024

Backend/Frontend Developer, Team Lead

- Programed using TypeScript, with library React, DevExtreme.
- Designed user stories and implemented user interfaces.

Immersive Clinical Experience 2: AR/VR medical learning Project

Sep 2022 - Present

Developer, Planner, Designer

- Prototyped and designed the 3D game environment with **Unity**, incorporating various 3D assets/animations that were modeled and textured using **Blender**.
- Utilized Photon Engine to develop a cross-platform multiplayer prototype and constructed the User Interface using **Figma**.

Personal Website

May 2024 - Present

Backend/Frontend Developer, 3D modeler

- Started from scratch, developed with **JavaScript**, using libraries including **Three.js** and **React**.
- Designed and implemented the user interface, with self-modelled 3D component with Blender.

Work Experience

Learning Technology Rover

UBC Faculty of Medicine – Digital Solution – EdTech

Sep 2022 – Apr 2023

- Developed Immersive Clinical Experience 2 (ICE 2), revising xAPI statements and refining the data parsing method for the Entrada course module.
- Contributed as Engineering support in the Direct Observation project, specifically focusing on Qualtrics and Oracle Apex.

Social and Digital Media Experience

Bilibili

Sep 2016 - Present

Content creator, streamer, influencer

- Reached a total of 25k subscribers.
- Achieved over 14 million total views.