

Diana Dou
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Technical Skills

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

Productivity Tools: Adobe Premiere, Adobe Photoshop, Adobe After Effects, Blender, Figma, Oracle Apex, Power BI, Stable Diffusion, Unity, ZBrush

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

Education

University of British Columbia

Bachelor of Science Major in Computer Science

Sep 2019 – Apr 2025(Anticipated)

Relevant Courses: Computer Graphics (A), Computer Vision (A-), Software Construction (A), Relational Databases (A+), Machine Learning and Data Mining(in progress), Video Game Programming (in progress), Computer Animation (in progress)

Projects

Insight UBC: Full Stack Website Development

Jan 2024 - Apr 2024

Backend/Frontend Developer, Team Lead

- Started from scratch, programmed using **TypeScript**, with libraries **React** and **DevExtreme**.
- Designed various user stories and implemented user interfaces.

Immersive Clinical Experience 2: AR/VR medical learning Project

Sep 2022 – Apr 2023

Developer, Planner, Designer

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

GunCat: a 2D Arcade Shooting Game

Sep 2024 – Present

Programmer, Concept Art Creator, Level Designer

- Started from scratch, developed with **C++** and **OpenGL**.
- Implemented the rendering system with vertex and fragment shaders.
- Designed and Implemented the Menu System, HUD System, and Animation System.
- Self-designed concept art, hand-drawn unique assets and 2D sprites animations.

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.

Advanced Coder/ LLM Trainer

Outlier

Apr 2024 – Present

- Evaluating the quality of AI-generated code and responses.
- Providing challenging scenarios to enhance the robustness of various large language models.