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, Unity

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+), Video Game Programming (in progress), Computer Animation (in progress) **GitHub:** https://github.com/shaqiumeiying

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**.
- Utilized **Photon Engine** to develop a cross-platform multiplayer prototype and constructed the user interface using **Figma**.

Personal Website   *May 2024 – June 2024*

Backend/Frontend Developer, UX/UI Designer, 3D modeler, 3D animator

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

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.