

Diana Voyer

Diana.M.Voyer@gmail.com — (718) 683-7722 — dianavoyer.com — github.com/dvoyer — U.S. Citizen

CORE SKILLS

- **Scripting and Automation:** Python, C++, C#, bash, Microsoft Powershell, Windows Command Line
- **Source Control and Tools:** Microsoft TFS, Jira, Confluence, Microsoft Office, git, Perforce
- **Systems and Platforms:** Tiger, Unity, Godot, Unreal (intermediate), Windows, Mac, Linux
- **Support and Analysis:** Data Analysis, Mathematics, Technical Documentation, Workflow & Process Improvement

EXPERIENCE

Freelance Game Designer, WA

- **MCDM Productions:** Encounter Design: Draw Steel (2025)
- **Baldman Games:** Adventure Design: DDAL-DRW-OD-05/6 (2024)

Bungie, Bellevue WA – Test Engineer (Activity Systems & Workflow)

MAY 2022 - AUGUST 2024

- Acted as small team test owner, supporting a team of 8 engineers working on intricate problems. Loaned to other teams (IS&W) to provide test coverage.
- Developed scalable workflow and process improvements (“Test Tier System”) to increase efficiency of all test representatives embedded within engineering teams.
- Wrote and executed test specs for complex systemic features across multiple releases. Documented naming conventions and changes for Player Support. Documented new proprietary ASW features in Tiger.
- Ran acceptance, integration, and regression tests for features across the game executable and tools, including Fireteam Finder, dynamic loading of activity content, and server settings for disabling options across the game.
- Developed automated scripts (Python, Powershell) to improve the workflow for spellchecking strings and validating icon implementation. Documented ASW features and new tools during Force Multiplier weeks.
- Participated in high-skill playtesting of endgame content to provide feedback and sandbox tuning insights.
- Communicated with engineers and designers to mitigate risk of features and communicated risks and mitigations to test and product leadership.
- Built test activities. Designed and built a new player introduction mission.

Target CW (contracted to Bungie), Bellevue WA – Contract Generalist Tester

NOVEMBER 2021 - MAY 2022

- Ran release candidate test passes on PsiOps Battlegrounds (Season 16).
- Ran package release candidate testing on the Vanguard Delta team for The Witch Queen.
- Ran test passes, provided feedback, and participated in triage as part of Vanguard Events for Solstice 2022 (Season 17).

THUP Games, Maplewood NJ – Unity/C# Developer

DECEMBER 2019 - APRIL 2020

- Developed UI and content for Noovie Shuffle, a mobile game bundled with Noovie Trivia.
- Ported minigames from an in-house game engine to Unity 2019.2.17f1.

PROJECTS

2025

- “Arbitrary Code Execution in Pokémon Crystal” — article detailing techniques, ROM disassembly, and machine code to be executed (*in progress, code samples available on github*).

2021

- *Hollow Stomach*, a Hollow Knight mod in C# reworking the mana system for a more fast-paced game experience.
- *LawnmowerPls* and *Grassy Knight*, mods written in C# to count grass cutting in Hollow Knight speedruns.

EDUCATION

Stevens Institute of Technology, Hoboken NJ – M.Eng., B.Eng., B.A.

AUGUST 2012 - MAY 2017

- **Master of Engineering** in Computer Engineering
- **Bachelor of Engineering** with High Honor in Electrical Engineering
- **Bachelor of Arts** with High Honor in Music and Technology

New England Conservatory of Music, Boston MA – M.M.

AUGUST 2017 - JUNE 2019

- **Master of Music** in Composition