

# Diana Voyer

## EXPERIENCE

### **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 and exported the “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.
- Ran acceptance, integration, and regression tests for features across the game executable and tools, including Fireteam Finder, dynamic loading of activity content, matchmaking, server settings for disabling options across the game, and ensuring stability of new activity modes.
- Developed tools to automatically spellcheck strings and validate icon implementation.
- Participated in high-skill playtesting of endgame content to provide experiential feedback and sandbox tuning insights.
- Communicated with engineers to mitigate risk of features and communicated risks and mitigations to test and product leadership.
- Used machine learning to predict test costing for new features and bug fixes.
- Learned activity design principles and built test activities to better understand customers’ needs. 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

- Associate developer for the Unity game engine and C# elements of Noovie Shuffle, a mobile game bundled with Noovie Trivia.
- Ported minigames from an in-house game engine to Unity 2019.2.17f1.

### **Nokia Bell Labs**, Murray Hill NJ – Immersive Communications Co-op

SEPTEMBER 2015 - AUGUST 2017

- Supported demonstration team, performed diagnostics of data communication between mobile devices and a central server, and analyzed data from remote sources during the development of the Human Digital Orchestra.

### **Baldman Games** – Freelance Writer/Designer

- The Earthmother’s Eye Trilogy (Story Design, 2019)
- CCC-BMG-MOON6-01: A Reopened Eye (Writing, 2019)
- DDAL-DRW-OD-05: Now We’ve Done It! (Writing, 2024)
- DDAL-DRW-OD-06: We Almost Had it All (Writing, 2024)

## PROJECTS

2024

- *The First Oath*, a large-scale campaign for the Planescape setting of Dungeons & Dragons.
- “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 reworking the game’s mana system to provide a more fast-paced game experience.
- *LawnmowerPls* and *Grassy Knight*, mods 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

## CONTACT

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[github.com/dvoyer](https://github.com/dvoyer)

## CORE SKILLS

Python, C++, C#, git, bash  
Microsoft TFS, Jira, Confluence  
Unity, Raspberry Pi  
Mac, PC, Linux based systems

## INTERESTS

Highly Rated Sudoku Setter  
Avid Destiny 2 Raider  
Speedrunning (Celeste)

## CERTIFICATIONS

NCEES FE  
(Computer and Electrical)

## OTHER

U.S. Citizen