

# Lena Dias

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Portfolio: [lenadias.com](http://lenadias.com)

## EDUCATION

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**Worcester Polytechnic Institute — Bachelor of Science** 2023  
**Double Major** in Computer Science, Interactive Media & Game Development • 3.80/4.0 • Dean's List 2019–2023  
**CS Coursework:** Algorithms • Databases • Human-Computer Interaction • Object-Oriented Analysis & Design  
**IMGD Coursework:** • Technical Game Development I/II • Quest Logic & Level Design • Digital Game Design • AI

## WORK EXPERIENCE

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**Waters Corporation — Software Engineer** 2022

- Contributed to industry-standard, chromatography instrument software used in the study of COVID-19, diagnosing and patching application-level defects in an existing C++ codebase
- Used agile methodology with Atlassian suite tools to deliver software increments
- Familiarized self with existing tech stack, workflow, and company culture

## SKILLS

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**Programming Languages:** Python • C • C++ • C# • Java • Javascript • HTML • CSS • SQL • Unreal Blueprint  
**Game Engines:** Unreal • Unity • Ren'Py  
**Version Control:** Git • GitHub • Atlassian suite (Jira, Confluence, Bitbucket)  
**Methodologies:** Agile • Scrum • Waterfall • Iterative design • Test-Driven Development  
**Other Technology:** REST APIs • Full stack development • Virtual machines • Data structures  
**Skills:** Encyclopedic knowledge of games, industry, and design • UI/UX design • Professional writing (rhetorical, documentation) • Production management • Leadership • Communication • Adaptability • Attention to detail

## PROJECTS (see them at [lenadias.com](http://lenadias.com)!)

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**[Slapsticklers](#)— Unreal Engine/C++ casual multiplayer 3D platformer** 2022

- Developed a casual platforming game where 4 players battle to hold onto a battery the longest
- Paid special attention to mechanical overlap to facilitate accessible first-time play, but a deep metagame
- Implemented features: item-carrying mechanic, particle effects, and UI, tweaking for polished game feel
- Routinely assessed Minimum Viable Product, ensuring scope could be adjusted for 7 week dev time

**[Neurotype Cafe](#)— Python visual novel (Provost's Award winner)** 2022–2023

- Developed a full-length game with interconnected accessibility, UI, minigame, and text display systems
- Chose and implemented “juice” effects (e.g. character portrait and text movement) to enhance personality
- Worked around the existing, limited Ren'Py game engine to extend functionality and script dialogue
- Onboarded and directed an interdisciplinary team of writers, artists, programmers, and designers
- Solidified experience goals, ensuring all parts of the game (mechanics, art direction) reinforced core themes

**[Slide Sanctuary](#)— Javascript browser-based puzzle game** 2021

- A browser puzzle game about shuffling the rooms of a dungeon like a slide puzzle to clear a path to the exit
- Facilitated asynchronous playtesting to gather feedback on intuitivity and player engagement

**Additional Projects** 2019–2023

- Analyzed massive amounts of geospatial data to assist an [environmental justice initiative](#)
- Programmed multiple web applications using RESTful APIs with stateless, server-based storage of client data
- Used Test Driven Development to design/implement a highly modular game

## ACTIVITIES

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**Awards:** WPI IMGD Provost's Award (2023) • WPI IMGD Junior Community Leader Award (2022)  
**Organizations:** International Game Developers Association (IGDA) • Diversity in Games (DiG) • WPI Alliance  
**Hobbies:** Video games (playing/developing) • Social activism • Learning theme park, toy, and media design