

# Dean Holland

Portfolio - <https://DeanProgramming.github.io/CV/>

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## Education

University of Huddersfield

2017 - 2021

### BSC (Hons) Computer Science with Games Programming

- Graduated with a First Class Mark
- Relevant Courses : Artificial Intelligence, Computational Mathematics, Algorithms processes and Data, Software Design and Development

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## Technical Skills

Familiar Software Includes :

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|----------------------|----------|--------------|
| • C#                 | • GIT    | • Mantis     |
| • .Net / ASP.NET MVC | • Trello | • Python     |
| • C++                | • HTML   | • JavaScript |

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## Related Experience

Distinctive Developments

2021 - Present

### Graduate Programmer

- Leveraged API calls for seamless integration of external functionalities.
- Developed diverse features, enhancing software's capabilities and usability.
- Collaborated within cross-functional teams, contributing to project success.
- Ensured code quality through comprehensive reviews and adherence to standards.
- Managed user data and metrics, optimizing insights for informed decisions.
- Thrived in a hybrid work setting, combining remote and in-office collaboration effectively.

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## Personal Projects

### Live Weather and Map (.Net 6.0, ASP.NET MVC and Deployed on Azure)

- Developed an MVC web application using C# that integrates OpenWeather API and Open Map API. The application displays real-time weather information alongside a localized map.

### Movie Listing (.Net 7.0, .Net Core)

- Built a .NET 7.0 Core film listing app with CRUD operations, robust attribute-based filtering, and strong data integrity safeguards.

### Earth and Moon (THREE.JS, JavaScript, Html, CSS)

- This is an interactive project created with Three.js. It offers an immersive visualization of the Earth and Moon system, utilizing HTML and CSS for implementation.

### Facial Recognition Mini games (Python and OpenCV)

- Designed and implemented three captivating mini-games for a university project, specifically tailored for school children. Leveraged Augmented Reality (AR) in two games and Virtual Reality (VR) in another. Utilizes Python and OpenCV libraries.