

# 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 | • C++        |
| • .Net | • Trello | • Python | • 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

**Library System (.Net 7.0, .Net Core)**

- Built a .NET 7.0 Core Library booking app. Users can search up library stock, book out items and the system will keep track. Staff can see booked out items, confirm returns, look at an item history and add using CRUD operations.

**Live Weather and Map (.Net 6.0, ASP.NET MVC, Unit testing 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. Unit testing has been implemented using .NET unit testing tools.

**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.