Dean Holland

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

Email - Holland.d@hotmail.co.uk || Github - https://github.com/DeanProgramming

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 :

- C#
- .Net
- Blazor
- GIT
- Trello
- Vue.js
- Mantis
- JavaScript
- Three.js
- SQL
- Python
- Perforce

Work Experience

Distinctive Developments - Unity C# Developer   **2021 - Present**

Outline

During my time at Distinctive Developments, I've been an integral part of multiple projects, contributing to a combined user base exceeding 3 million active users. My primary focus has been on front-end development, where I've excelled in creating immersive in-game features and user interfaces.

Key notes:
- Development and maintenance of in-game features and user interfaces across various projects.
- Innovated by designing and implementing custom Unity-based tools to streamline production processes. Notably, I developed a tool facilitating the easy importation of players and scenes, complete with intuitive dropdown menus for outfit selection and an animation scrubber for frame-by-frame analysis. Additionally, I automated the assignment of sounds to interactable objects, significantly reducing manual effort and accelerating development timelines.
- Collaborated closely with management to establish robust user metrics, providing valuable insights into user behaviour and issues hindering player engagement. By leveraging these metrics, we were able to make informed decisions to enhance the overall user experience.
- Played a pivotal role within cross-functional teams, ensuring the highest standards of code quality through rigorous reviews, adherence to coding standards, and active participation in an agile development environment

Indie Shark Games - Co-Owner, Programmer   **2019 - 2020**
Outline

During my time at Indie Shark Games, My primary focus was crafting immersive enemy AI experiences within the game. Beyond game production, I played a pivotal role in shaping design concepts, storyboarding narratives, and devising strategic roadmaps. Additionally, I actively engaged in representing the project at festivals and participated in publisher discussions, effectively fostering excitement and interest in our endeavour.

NHS - Clinical Systems Administrator - IT Training   **July 2019 - September 2019**
- Managed daily operations at the training facility, overseeing opening procedures, handling a high volume of calls and emails, and coordinating all trainee bookings.

Personal Projects

Employee Performance Management System (.NET 6.0, ASP.NET Core MVC, Entity Framework Core, JavaScript)
- Developed an MVC web application for managing employee records and performance reviews. Utilized SQL Server with Entity Framework Core, stored procedures, and database triggers. Implemented real-time data visualization and CRUD operations.

Library System (.Net 7.0, .Net Core, Blazor)
- 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.

ToDo Task Application (Vue.JS and Deployed on GithubPages)
- Created a Vue.js ToDoList app for seamless task management, prioritization, and organization. Offers intuitive task creation, editing, and deletion with dynamic sorting and prioritization features. Enhances productivity by tracking completed tasks and sorting by priority.

Earth and Moon (THREE.JS, Html, CSS)
- Created an interactive Earth and Moon visualization using Three.js, featuring realistic rendering and dynamic rotation. Includes interactive functionality with raycasting for informative user exploration. Modular design allows easy addition of future planetary bodies for enhanced scalability.

Face Recognition Game XR and VR (Python and OpenCV)
- Created three engaging mini games for school children, incorporating Augmented Reality (AR) and Virtual Reality (VR) technologies. Utilized Python and OpenCV libraries to develop interactive experiences, including face and color tracking functionalities.

Additional projects that utilize .Net, SQL, Blazor and Javascript, complete with detailed information like source code and demonstrations, can be found on my portfolio.