

# Dean Holland

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

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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     | • SQL    |
| • Unity | • Trello | • JavaScript | • Python |

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## Work Experience

**Distinctive Developments - Unity C# Developer**

2021 - Present

- Developed diverse features to enhance software capabilities and usability.
- Collaborated within cross-functional teams, ensuring code quality through reviews, standards adherence, and active participation in an agile environment.
- Managed user data and metrics, optimizing insights for informed decisions, thriving in a hybrid work setting.
- Released several games with the team.

**Indie Shark Games - Co-Owner, Programmer Lead**

2019 - 2020

- Co-founded a game development startup, successfully completing a vertical slice by securing strategic investments and negotiating collaborations with publishers.
- Showcased strong organizational skills through scrum implementation, adherence to a year-long plan, and active participation in public festivals.

**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.

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## Personal Projects

**THE MAD ESCAPE - Rising Star 2020: Games Programming Submission**

- My submission, The Mad Escape, for the 2020 Grads in Games competition earned joint 4th place, showcasing my creative development skills. Winning the Sumo Digital Rising Star X Games Programming One to Watch Achievement..

**DTH - Search For a Star 2021: Games Programming Submission**

- DTH, my submission for the 2021 Grads in Games competition, showcased my creativity and strong programming skills by enhancing an existing codebase. Placing 13th out of 54 participants, this experience fueled my growth as a developer, earning me the Sumo Digital Rising Star XI Games Programming One to Watch Achievement..