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
- GIT
- Trello
- Mantis
- JavaScript
- SQL
- Python

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.

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.

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.

Additional projects that utilize dotnet, Blazor, Python, OpenCV, and Three.js, complete with detailed information like source code and demonstrations, can be found on my portfolio.