Dean Holland

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

I have been working as a full-time programmer for the past two years, following my graduation from the University of Huddersfield with a First-Class Degree in Computer Science with Games Programming BSc(Hons). Currently, I am actively seeking a programming role within the Software Industry. Over the years, I have actively participated in programming challenges, with my most recent achievement being fourth place in the Grads in Games Rising Star competition. This accomplishment also earned me the recognition of Sumo Digital Rising Star Games Programming One To Watch.

My enthusiasm to join the software industry is fueled by a desire to expand my knowledge through continuous learning of new skills and techniques. Throughout my previous job experiences, I have developed exceptional time management skills, a strong work ethic, and a proven ability to thrive in collaborative team environments.

Technical Skills

Familiar Software Includes :

- C#
- .Net
- C++
- JavaScript
- GIT

- Mantis
- FMOD Studio
- Python
- Trello
- HTML

Relevant Experience

Graduate Programmer Distinctive Developments (2021 - Present)

This role showcases my team working skills through a hybrid work from home model. Working in multiple teams to implement new features and working closely with other members. I had daily standups and daily code reviews where I took onboard their feedback and my skills as a developer reflects that.

Achievements

Education

BSC (Hons) Computer science with Games Programming Huddersfield University (2017 - 2021)

Completed Final Year with a First-Class mark.
Completed Year Three - Enterprise Placement Year with a 96% mark.
Completed Year two with a First-Class mark.
Completed Year one with a First-Class mark

A Levels Hall Cross Academy (2015 - 2017)

ICT [Distinction*], Extended Project [B], Computer Science [C], Geography [C]

GCSE HungerHill School (2010 - 2015)

8 GCSES (A* - B) including: Mathematics [B], Digital Apps Level 2 [A*], Computing [B].

Employment

Indie-Shark Games Co-Owner Programmer (2020 - 2021)

Started my own indie company to develop a prototype of a game idea using Unity engine and C# where I programmed various AI attack patterns and interactions including a dynamic squad based behaviour system for cover based fighting. Worked closely with freelancers to implement sound and music into the game. Joined Gaming Republic, attended gaming festivals and built and interacted daily with our gaming community.

Clinical Systems Administrator NHS (July 2019 – August 2019)

This role really showcased my time management and planning skills as I was solely responsible for the entire booking of new trainees. I also showed excellent customer service as I greeted the new trainees and showed them to their booked room.

Hobbies and Interest

In my spare time, I am an enthusiastic programmer, constantly exploring new technologies and coding languages. I actively participate in game jams, where I collaborate with other developers to create innovative and entertaining games within a limited timeframe. These experiences not only sharpen my problem-solving and teamwork skills but also ignite my creativity.

In addition to programming, I find solace in physical activities like going to the gym and taking long walks with my dog. These activities not only contribute to my physical well-being but also promote mental clarity, which is crucial for effective programming. They provide me with fresh perspectives and often lead to breakthrough ideas.

Overall, my hobbies and interests perfectly complement my passion for programming, helping me maintain a balanced and well-rounded approach to both work and personal life.

References Available upon request