

Dean Holland

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

Email - Holland.d@hotmail.co.uk

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

Technical Skills

Familiar Software Includes :

- | | | |
|----------------------|----------|--------------|
| • C# | • GIT | • Mantis |
| • .Net / ASP.NET MVC | • Trello | • Python |
| • C++ | • HTML | • JavaScript |

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.

Personal Projects

Live Weather and Map

- 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.

Earth and Moon

- Earth and Moon is an interactive project created with Three.js, a JavaScript 3D rendering library. It offers an immersive visualization of the Earth and Moon system, utilizing HTML and CSS for implementation.

Facial Recognition Mini games

- 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. Utilized Python and OpenCV libraries throughout the development process to craft these immersive and interactive experiences.