

# Holland Emery

Software Developer



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## About me

I am currently a Junior Computer Science student at the University of Maryland, I have been programming for six years and enjoy writing code whenever I can.

## Skills

Java



C



Python



HTML CSS



OCaml



PHP



SQL



Ruby



JavaScript



Unix, Linux Terminal



## Education

2017- University of Maryland Undergraduate  
Junior Computer Science student expected to graduate  
Spring 2021

## Personal Projects

2016 Fractals  
This project created and displayed multiple fractals including the Mandelbrot, Koch Curve, and Dragon Curve

2017 Maze Generator  
I created a program that randomly generated a maze and then found the shortest path to the finish

2018 Blockchain Trivia  
Created during Hackital, a Ethereum smart contract Hackathon, this is a trivia game written in solidity

2018 Location Based Game  
During Hop-Hacks a Hackathon hosted by Johns Hopkins I wrote server side python for a location based puzzle app

2019 NFL Draft Success  
Uses Data Science techniques to analyze how the success of every player in the NFL correlates to the position that they were selected in the draft.

## Hackithons

2018 Hop-Hacks  
At Hophacks I wrote server side python and helped create a website for a location based game

2018 Hackital  
During Hackital I wrote an Ethereum smart contract with friends, it was a Trivia game written in Solidity

2019 UMDCTF  
This was a one day CTF. It was really enjoyable and I am planning to attend as many CTF's as I can

## Relevant Courses

2019 Data Structures  
Description, properties, and storage allocation functions of data structures

2019 Data Science  
An introduction to the end-to-end process of going from unstructured data to knowledge and actionable insights

2019 Algorithms  
The creation and analysis of algorithms

2019 Organization of Programming Languages  
The study of programming languages, including their syntax, semantics, and implementation.

2018 Object Oriented Programming I & II  
Emphasizes understanding and implementation of applications using object-oriented techniques