Dean Holland

Portfolio - https://hollandprogramming.github.io/

Profile

I am a final year Game Programmer Student studying at Huddersfield University. I am looking for an entry-level programming role in the Games Industry. I am on track to achieve a First-level degree and last year I entered Grads in Games Rising Star and achieved fourth place and got the achievement of Sumo Digital Rising Star Games Programming One To Watch.

I'm eager to get into the games industry and expand my knowledge by learning new skills and techniques. Through other job roles in my life I have acquired excellent time management skills, a great work ethic and strong team working skills.

AI is a huge interest of mine and what the industry can do with it is incredibly exciting. I am currently seeking a role that will allow me to explore these interests and create amazing experiences.

Technical Skills

Familiar Software Includes :

- C#
- Unity
- C++
- Unreal Engine
- GIT (GitHub)

- Python
- FMOD Studio
- Davinci Resolve
- Trello
- Miro

Relevant Experience

Indie-Shark Games
Co-Owner
Programmer

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.

Achievements

Education

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

Final Year - Predict 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

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.

Crew Member McDonalds (June 2017 - September 2017)

This role showcased my ability to work as a team and adapt to a changing environment whilst still providing excellent customer service. I always provided a helpful and friendly service and managed my time well.

Hobbies and Interest

I still enjoy playing games, and after university I play for at least an hour a day on my PC. In the last year I have really been experimenting with new genres and I love seeing games that take a different approach to their counterparts.

In my spare time, I also enter games jams such as the Grads in Games Search for a Star Competition which I achieved 13th place and Grads in Games Rising Star in which I won 4th place.

AI has always played a huge part in my work, I find AI incredibly interesting and opens a world of opportunities for the games industry. Especially in terms of the immersion and emotional connection it can create with the player and bring stories to life. As part of Indie-Shark Games we tested out different approaches to make our enemies feel dynamic and alive.

References Available upon request