# **DEAN HALEEM**

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#### PROFESSIONAL SUMMARY

Quality-focused Software Engineer with a strong foundation on the principal components of high quality programming. Adept at quickly learning new tools and practices and incorporating them into programming. Proficient in writing small 2D platformer games. Works best in teams. Excellent communicator that can provide and receive feedback on how to improve code. Always looking for ways to improve myself and those around me.

#### **EDUCATION**

**BACHELOR OF SCIENCE Computer Science and Engineering** 

The Ohio State University

Columbus, OH | Expected Graduation: 2020 | GPA: 3.3

#### **SKILLS**

- Intermediate knowledge of C#
- Intermediate knowledge of Java
- Beginner knowledge of HTML and CSS
- Sharp insight of what qualifies as readable and maintainable code
- Comfortable working in Agile environment using git
- Confident working with Visual Studio,
  Eclipse, and other industry standard tools
- Understanding of game development with Monogame

#### **WORK HISTORY**

#### THE OHIO STATE UNIVERSITY

Undergraduate Teaching Assistant (CSE 3902) | Columbus, OH | August 2018 – Current

- Provided extensive feedback on the readability and maintainability of students' code.
- Mentored students through office hours and one-on-one communication.
- Broke down and explained concepts in different ways to better suit students' learning styles.

#### **PROJECTS**

## Super Mario Bros Clone – CSE 3902: Project Design

- Created a clone of the first level of the original Super Mario Bros using Monogame and the XNA Framework.
- o Gained experience working in Agile Scrum environment.
- Learned how to write high quality code and give constructive criticism on the quality of other students' code.

### Fundamental of Engineering Honors Robot Design Project – ENGR 1282.01H

- Built and programmed a small robot to compete in a race among other first-year engineering honors students.
- o Lead programmer for the robot in a team of four.
- o Developed problem solving and leadership skills in deadline-oriented work environment.