Derek Holland

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Education:

University of Colorado, B.S. in Computer Science with a Minor in Economics

- Graduated in 2018 with GPA of 3.429
- Worked in a team environment gaining experience in agile and waterfall development strategies
- Relevant Courses: Programming Languages, Databases, Geospatial Data Analysis, Intro to Artificial Intelligence, Theory of Computation, Operating systems, Human Centered Design and Development

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Programming Languages (years experience): Python (5), C++ (3), Java (2), Git (4), Javascript (1), JSON (2), XML (2)
Frameworks, Libraries, and Tools: Intellij(Android Studio, Pycharm), Visual Studio Code, Unity, Gradle, Django, React, Redux, Node.js, Socket.io, Matplotlib, MySQL
Operating Systems: Windows (7, 10), Linux

Project Experience:

Get On My Level (https://goml.app):

- Built a shared online game using a React frontend and Node.js backend with websockets.
- Used Redux for frontend state management and Redux-Saga for asynchronous tasks.
- Deployed the frontend in a Ngnix based Docker container with Google Cloud Run and the backend using Google Cloud App Engine.

Ski-J (https://play.google.com/store/apps/details?id=e.dholland.ski_j):

- Created a Java Android App to dynamically change the users music volume using speed and GPS location.
- Designed an algorithm to determine whether the user is on a lift (and thus lower the volume).

MovieSIte:

- Created a website where users can rate movies, post reviews, and follow other users to see their reviews.
- Used Django and Django Rest Framework to create a REST API to link with a MySQL database.
- Authenticated users using JSON Web Tokens.
- Abandoned project after further research revealing an existing solution in the marketplace.

School Projects:

- Corn Production Analysis (Python) - Transformed point rainfall data and corn yield data into county data. Analyzed the data and created plots using Matplotlib.
- Mech VR Game (C#) - In a team of 4, designed a Virtual Reality Mech Game in Unity where the player could shoot and punch enemies and destroy buildings.
- Toy Programming Language (Scala) - Constructed a programming language that implemented types, lists, recursion, and classes.
- Win, Lose, Banana Guesser (Python) - Created a guessing machine from text data from previous plays of a game which could accurately predict a player's role between honest player or deceiver in a 3 person deception game.
- Graph Database Storage (C) - Working as a 5 person team, created and tested decomposition algorithms to more effectively store and read data from persistence.

Work Experience:

General Construction and Maintenance Worker (Summer 2015, July 2018-Current):

- Work independently to achieve the goal of the homeowner.
- Build walls, drywall, plumb, tile walls and floors, install tubs and toilets, wire lights, fans, and outlets.

University of Colorado Housing and Dining Services Student Manager (August 2014-June 2018):

- Trained, evaluated, organized and managed staff.
- Check workstations and ensure all tasks were completed for closing.

Soccer Referee (Grade 8 License) (March 2006-2014):

- Worked for various Colorado soccer clubs from age 10 to 17.
- Refereed all player ages including adult leagues.