



# MIKE HOLLAND

SOFTWARE ENGINEER

## PROFESSIONAL EXPERIENCE

### [mikeholland.dev](https://mikeholland.dev)

May 2023 – Jul 2023

- Created a responsive portfolio website to showcase my latest projects
- Solved many issues that came about with learning CSS
- Incorporated an email system to relay messages to my personal inbox

### [countryquiz.net](https://countryquiz.net)

Mar 2023 – May 2023

- Used the node.js library to scrape nearly 800 Wikipedia pages for information
- Structured the data to be used in a user-friendly quiz format
- Created the quiz website to showcase the pictures and text that was scraped

### [pintheglobe.net](https://pintheglobe.net)

Jan 2023 – Mar 2023

- Created a 3D game and globe using the three.js library
- Learned how to get a program online after creating it on the backend with vite.js
- Aligned cities and map coordinates to a collage of maps overlapping each other

### [gettheflag.net](https://gettheflag.net)

Oct 2022 – Jan 2023

- Created a 2D game using Javascript
- Converted a game from Python to Javascript and hosted it online
- Learned how to ship a responsive website from beginning to end

### **Geojets**

Jun 2022 – Oct 2022

- Created my first project, a 2D game using Python and the pygame library
- Researched and implemented jet mechanics and bullet trajectory
- Realized that games created using the pygame library have to be translated to WebAssembly using pygbag, which created too much latency

## CONTACT

### **Phone**

+82 (010) 6388-1552

### **Email**

lmholland@proton.me

### **LinkedIn**

linkedin.com/in/laurenchen/

## EDUCATION

### **Montclair State University, Montclair, NJ | January '10**

*Bachelor of Science, Business  
Administration,*

*Honors: cum laude (GPA: 3.6/4.0)*

## RELEVANT SKILLS

HTML

CSS

Javascript

Python

Node.js

Three.js

VS Code

Vite.js