MIKE HOLLAND

Full-Stack Software Engineer

mikeholland.dev

EXPERIENCE

Receipt Scanning App: "Sunlight"
Aug 2023 – Dec 2023

- Developed a Java/XML-based receipt scanner app
- Integrated OCR API for text recognition
- Allowed users to edit OCR data to ensure quality and individual preferences
- Utilized Firebase for data storage
- Designed user-friendly interface for various Android devices

Portfolio website: mikeholland.dev
May 2023 – Jul 2023

- Developed portfolio website using JavaScript, HTML, and CSS
- Integrated a messaging system for user feedback and comments
- Showcased projects with a visually appealing layout
- Created responsive design for cross-device compatibility
- Optimized the website for fast loading and performance

Web scraper & quiz: countryquiz.net
Mar 2023 – May 2023

- Developed a web scraper for Wikipedia data using Node.js
- Extracted images and text data about different countries and leaders
- Created back-end tools and algorithms to ensure quality output
- Transformed data into a quiz format using JavaScript, HTML, and CSS
- Utilized game logic, scoring, and visual indications of correct/false answers

3D globe game: pintheglobe.net
Feb 2023 – Mar 2023

- Developed interactive 3D globe game using Three.js
- Implemented time-based point system for pinning locations
- Integrated city data for accurate pin placement
- Created engaging gameplay with realistic globe rendering
- Designed intuitive controls for seamless user interaction

Capture the flag game: gettheflag.net
Oct 2022 – Feb 2023

- Developed 2D JavaScript game with custom sprites and map
- Utilized shooting mechanics and map-based objectives for varied gameplay
- Optimized game controls for smooth player movements
- Created responsive layouts for various devices
- Successfully re-engineered a Python game into JavaScript, ensuring seamless web-based display without any performance lag

Jet fighter game: "Geojets"
May 2022 – Oct 2022

- Developed Python game in Pygame featuring a jet fighter/bomber theme
- Implemented smooth controls for realistic flying experience
- Created custom algorithms for bullet trajectories and bombing mechanics
- Designed dynamic gameplay with engaging enemy interactions

CONTACT

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https://www.linkedin.com/in/mike-holland-8a79a7283/

GitHub:
https://github.com/lmholland

EDUCATION

Montclair State University, Montclair, NJ | Jan 2010

BS, Business Administration
Honors: cum laude (GPA: 3.6/4.0)

SKILLS

Languages:

Java, JavaScript, Python, SQL, HTML, CSS, XML

Libraries:

Node.js, Three.js, Pygame

Version Control:

Git, Github

IDEs & Other Platforms:

VS Code, Pycharm, Android Studio, Firebase

Other:

Debugging & Testing, Command Line Proficiency, Data Structures & Algorithms, Object-Oriented Programming, OCR & Machine-learning, Database Querying