Mike Holland

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Projects

Sunlight | *Java, XML, Firebase, Asprise API, Android Studio*   Aug 2023 – Dec 2023
- Developed a receipt scanning Android application using Java/XML
- Integrated Asprise's OCR API to scan receipts and return the data so that it can be edited and stored in Firebase
- Used ChatGPT to help find solutions to issues much quicker than traditionally Googling the answer

mikeholland.dev | *JavaScript, HTML, CSS, FormSubmit API, Git, VS Code*   May 2023 – Aug 2023
- Created a portfolio website using JavaScript, HTML, and CSS
- Implemented a dynamic design to adjust the website so it can be viewed in all major browsers and mobile devices
- Used the FormSubmit API to relay comments and messages to my personal email

countryquiz.net | *Node.js, JavaScript, HTML, CSS, Git, VS Code*   Mar 2023 – May 2023
- Developed a dynamic quiz website in JavaScript, HTML, and CSS that utilizes scraped content from Wikipedia
- Built a web scraper using Node.js that scans ~800 Wikipedia pages and extracts images and text
- Designed the web scraper so that sections of code are easily changeable to keep up with daily changes on Wikipedia

pintheglobe.net | *Three.js, JavaScript, HTML, CSS, Git, VS Code*   Jan 2023 – Mar 2023
- Designed a 3D globe game using Three.js that uses GPS coordinates to determine the locations of thousands of cities
- Created the globe using a low quality map overlay immediately which updates to a larger, HQ map after it has loaded
- Implemented a feature using some sophisticated math that shows a moving arc from one point to another on the globe

gettheflag.net | *JavaScript, HTML, CSS, Git, VS Code*   Oct 2022 – Jan 2023
- Made a 2D capture-the-flag game with hundreds of custom sprites and a custom map
- Re-engineered many features from my previous Python game Geojets to be used in JavaScript
- Created an infinite scroll mechanic that utilizes cloned sprites to make up for disappearing sprites at map edges

Geojets | *Python, Pygame, Pycharm*   May 2022 – Oct 2022
- Developed a 2D jet fighter game using the Pygame library in Python
- Made custom algorithms for smooth flying, shooting trajectories, and bombing mechanics
- Designed an enemy AI algorithm to increase game play interactions

Experience

English Teacher | *Several ESL academies, South Korea*   Oct 2013 – Dec 2023
- Increased problem solving skills by overcoming language barriers and adapting to a foreign environment
- Became much more flexible and patient in dealing with challenging issues
- Developed an ability to better understand customers and clients with diverse backgrounds and needs

Recruiting Manager | *Abercrombie & Fitch, New York / Amsterdam, Netherlands*   Jan 2011 – Jan 2013
- Worked with American and European point-of-sale systems and inventory management software
- Created macros in Excel that organized recruitment data into a weekly dashboard for regional managers

Education

Montclair State University | *Bachelor of Science, Business Administration*   Sep 2005 – Jan 2010

Technical Skills

Languages: Java, JavaScript, Python, HTML, CSS, XML
Frameworks & Libraries: Node.js, three.js, Pygame
Developer Tools: Git, Firebase, VS Code, PyCharm