

Work History

Software Engineer, Intern **Battelle** **Jan 2020 – Current**

- Maintained and developed a web-based data management platform that gives childhood local lead poisoning prevention programs a centralized surveillance repository for blood lead data.
- Implemented backend with a relational database, using stored procedures to access it from the code.
- Designed frontend with JavaScript and ASP.NET web forms controls (aspx pages).
- Worked directly with customers to add requested features to the app.
- Participated in fully Agile work environment, using tools such as Jira and Confluence.

Undergraduate Grader **Ohio State University** **Sep 2018 – Dec 2019**

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

Accomplishments

3rd Place, Microsoft Challenge **HackOHI/O 2019** **Nov 2019**

- Competed against more than 15 teams developing an app using Azure Cognitive Services.
- Created a Flask web app that lets users upload images and see which will succeed on social media.
- Used the Azure API, Reddit API, and computer vision techniques to compare user images to popular images online and find similarities to discover which user images will garner the most attention on social media.
- Finished in the 75th percentile of the entire hackathon (40+ teams) with a score of 38, five points above average.

1st Place, Innovation **FEH Robot Competition** **April 2017**

- Competed against more than 20 teams creating a robot that would race others in an obstacle course.
- Programmed the robot in C. Also had a role in the CAD, 3D modeling, and electrical side of creating the robot.
- Won First in Outstanding Achievement in Innovation by devising a way to safely clear an obstacle in an area of the course where GPS was blocked.
- Consistently finished the course in under a minute, six seconds faster than the average.

Education

Columbus, OH **Ohio State University** **Aug 2016 – Dec 2020**

- B.S. in Computer Science & Engineering. GPA: 3.35.

Projects (github.com/deanhaleem)

- **Super Mario Bros Clone** A clone of Level 1-1 from the original Super Mario Bros game. C#, MonoGame.
- **MyOP.gg** A web app that uses the Riot API to display information about League of Legends players. Hosted at deangg.com. C#, ASP.NET, MVC.
- **Find The T!** 2D mobile game in which the player must find the T amongst shapes that are close to that of a T. Published to Google Play Store. Also at deanhaleem.com/FindTheT. C#, Unity.
- **League of Legends Visualization** A network visualization of North American and Korean League of Legends with the goal of discovering why North America is behind at the professional level. JavaScript, Sigma.js.

Skills

- C#, C++, Java, HTML & CSS, Unity, Bootstrap.
- Agile, Design patterns, Jira, Confluence, Git, Svn.