Dean DeHart

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Technical Skills

.Net, AWS , BDD, BitBucket, C, C++, Digital Ocean, Electron, GitHub, Java, JavaScript, JIRA, Linux, Lisp, Nginx, PostgreSQL, Python, React, Ruby on Rails, SEO, SQLite, TDD, Unity C#, Vue, WSL 2

Education

B.S. in Computer Science, August 2019

Oakland University—Rochester Michigan, Major GPA—3.72, Overall GPA—3.50

- Graduated with Department Honors
- Offered research opportunities by faculty members (Data Structures, Programming Languages)
- Nominated for Phi Alpha Theta Honors Society
- Spoken languages include English (Native), German (Bilingual-Home), Japanese (Novice)

Work Experience & Projects

Ricardo Defense – Troy, Michigan   2020—Present

Software Developer | Full Stack Engineer

Full-service engineering and technology firm specializing in the design and integration of complex systems. Develops custom systems and solutions for defense, aerospace, transportation, logistics, power, and energy.

- Responsible for the design, implementation, and testing of multiple distinct software applications.
- Frequently onboarded new employees and led initiative for centralized learning resources for new hires.
- Created code coverage, documentation, and complexity standards that were adopted company-wide.
- Delivered projects on time and under budget by employing continuous integration and test strategies.

Deanin, LLC   2018—Present

Deanin.com|*YouTube.com/Deanin*|GitHub.com/Deanout

- Grew Ruby on Rails channel to 3.1k subscribers, 200k views and 13k hours watch time
- Developed and maintained Deanin.com, an educational learning platform with text-based tutorials
- Creator of a variety of open source learning materials on GitHub through the 20in20 repository
- Emphasis on MVC and RESTful design in a rapid development lifecycle model

Pathfinding Visualizer

Pathfindout.com   2019—Present

- React implementation of a visualization application as an educational exercise learning React
- Current algorithms include: A*, Breadth First and Depth First, as well as Dijkstra's algorithm
- Customization features include neighbor order selection, grid size, weights, and data-structure options

Software Startup Founder   2015-2017

Gemini Games, LLC

- Led team of 6 to design, implement, and test a Unity C# procedural voxel terrain generator

Academic Projects

NDR.World   2017-2018

Senior Capstone Project   Grade—4.0

- Led the design, planning, implementation, and presentation of a Ruby on Rails full stack social media platform for disaster relief, winning one of three A letter grades from judges
- Implemented through simultaneous Behavior and Test-Driven Development, using Cucumber and RSpec with Factory Girl with a focus on SCRUM Agile methodology to ensure on-time deliverables.

College Corner   Summer 2017

Database Design and Implementation Project   Grade—4.0

- Led small team in developing a Ruby on Rails website for a mock client, hosted on AWS and fully implemented a month ahead of schedule
- Implemented additional admin functionality which led to winning first place for overall design

Work Authorization: US Citizen