

Dean DeHart

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Technical Skills

Ruby on Rails, React, [GitHub](#), Amazon Web Services, Ubuntu, CentOS, WSL 2, Nginx, JavaScript, jQuery, Python, SEO, Java, Unity C#, PostgreSQL, Lisp, C++, C, Digital Ocean Droplets

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 (Data Structures as well as Programming Languages offers)
- Nominated for Phi Alpha Theta Honors Society
- Languages include English (Native), German (Bilingual-Home), Japanese (Novice)

Work Experience & Projects

Educational Content Creator

2018—Present

[YouTube.com/Deanin](https://www.youtube.com/Deanin)

- Grew Ruby on Rails channel to 2,000 subscribers with over 115,000 views and 8,000 hours watch time
- Emphasis on MVC and RESTful design in a rapid development lifecycle model
- Revenue positive with forecasted monthly growth rate of 150%

Pathfinding Visualizer

[Pathfindout.com](https://www.pathfindout.com)

2019—Present

- React implementation of a visualization application as an educational exercise learning React
- Current algorithms include: AStar, 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

IT Intern

2013-2015

Springfield Industries

- Migrated servers, troubleshoot technical issues, refactored work instructions, and collaborated on the implementation of a MS Access database for inventory management and scheduling

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

The Harambe Parable

2016-2017

Software Engineering and Practices Project

Grade—4.0

- Leveraged experience from launching own software startup, Gemini Games LLC, to manage and lead the mock launch of a procedural game in addition to a lead generating website
- Built using Unity C# and Ruby on Rails with an Agile, Model View Controller design philosophy

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