

Work History

Software Engineer	Capital One	Feb 2021 – Present
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- Built a modern, dynamic Case Management platform supporting over 150 different business use cases, servicing over X customers every day.
- Saved \$15 million in operational costs and improved customer experience while leading the modernization of a legacy platform.
- Saved \$17 million in operational costs by providing customers with real time data insights into their cases.

Software Engineer, Intern	Capital One	June 2020 – Aug 2020
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- Increased developers' time efficiency and reduced wait for feedback from a Product Enrollment app used by millions of customers by designing and implementing an automated test suite that replaced the existing manual process.
- Lowered number of developer oversights and allowed for more thorough UI testing of a Forgot Password app by fully automating the front-end test process.

Software Engineer, Intern	Battelle	Jan 2020 – May 2020
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- Collaborated directly with customers to implement requested features in a web-based data management platform that gave lead poisoning prevention programs a repository for blood lead data.
- Enhanced current and created new data visualizations to better analyze the output of a tool that determined the importance of further research into various hazards to prepare for chemical warfare.

Accomplishments

3rd Place, Microsoft Challenge	HackOHI/O 2019	Nov 2019
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- Used the Azure API, Reddit API, and computer vision techniques to find similarities between user images and popular images online 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.

Certifications

- Amazon Web Services Solutions Architect

Education

Columbus, OH	Ohio State University	Aug 2016 – Dec 2020
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- B.S. in Computer Science & Engineering.

Projects (github.com/deanhaleem)

- **Super Mario Bros Clone – C#, MonoGame** A clone of Level 1-1 from the original Super Mario Bros game.
- **Maze Generation Visualizer – JavaScript, React** App that generates mazes using different algorithms.
- **Find The T! – C#, Unity** 2D mobile game in which the player must find the T amongst shapes that are close to a T.
- **League of Legends Visualization – JavaScript, Sigma.js** A network visualization of professional North American and Korean League of Legends.

Skills

- JavaScript, Java, AWS, Postgres, X.
- Agile, Design patterns, Jira, Confluence, Git, Google Workspace.