Curtiss Rollinson

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Key skills

- Back End Development
- Front End Development
- DevOps
- Languages:
- C#
- JavaScript
- SQL
- Python
- C

Education

Bachelor of Engineering (Honours) in Computer Systems Engineering
from the
University of Auckland
First Class Honours
Graduated 2020

Summary

I am a Software Engineer with passion for programming and the latest technology. Looking to further my abilities and my engineering skillset with a focus on software and hardware development.

Career History

Solution Developer at Sandfield
Nov 2020 – Present

- Full stack software development of large-scale supply chain management software. Implementing iterative and evolving requirements

Key responsibilities

- Managing requirements and creating solution designs for new and existing features and fixes.
- Developing and maintaining SQL queries and stored procedures
- Creation and development of .NET/C# API's
- Creating front end web pages and functionality using a mix of JavaScript and HTML templating.

Achievements

- Successfully carried out initial production release of large-scale supply chain and transport management system
- Created automated deployment processes/pipelines that were successfully used for everything from development to production deployment using Azure DevOps

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Intern Software Developer at Sandfield
Nov 2019 – Nov 2020

Developed upgrade for in-house server monitoring software/web portal, migrating data storage from on-premises SQL server to AWS DynamoDB

Interests

- PC Gaming
- Sim Racing
- Skateboarding
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References

Available upon request

Achievements

- Upgraded .NET web service to redirect new monitoring data to DynamoDB
- Created a high-level C# Library to simplify querying AWS DynamoDB
- Developed a new search page on the web portal to allow granular filtering of notifications/exceptions based on various criteria such as text content, host machine etc.
- Created a system for extracting, translating, and saving existing data from SQL DB to DynamoDB
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Lego Robotics Teacher at Bricks 4 Kidz

Jan 2019 – Nov 2019

- Lead after-school class teaching children aged 5-11 various real world STEM topics via Lego models and building.

Projects

Maze Solving Robot (C)

- Developed software and sensing hardware to allow a robot to navigate a maze using the optimal path.
- Implemented hardware-software interface, between various components such as PWM, light sensing, BT module.
- Created and implemented algorithm for converting coordinate path to robot instructions.

CHIP-8 Emulator (C++)

- Used knowledge of low-level computer systems to create a working emulation of the CHIP-8 instruction set.
- GUI implemented with SDL2.

Power Load Management System (C/FreeRTOS)

- Used FreeRTOS on the NIOS II platform to create a load management system with real time constraints.

Video Game Development (Java)

- Created a top-down shooter using Swing libraries and MVC design pattern.
- Implemented Tiled xml level-editor parsing for custom level design.

Peer Social Media Network (Python)

- Developed a p2p social media network using CherryPy based webserver and PyNaCl for encryption.
- HTML/Bootstrap/JavaScript for client interface.
- Database using SQLite.