

Robert Curry

Developer

Robert Curry

Preston, Victoria

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RobertCurry.xyz
github.com/RobertCurry0216

Skills

Languages:	Front end	Back end
- C#	- React	- ASP.NET
- Javascript	- Redux	- SQL
- Python	- Blazor Wasm	- Node.js
- Go	- WPF	
	- Sass / Css	

Portfolio

Portfolio Site

<https://github.com/RobertCurry0216/robertcurry0216.github.io>

View live here: RobertCurry.xyz

A single page app to display myself and my work. Designed for a clean look with a mobile first approach.

Written in Javascript using React and fully custom styled using css and styled-components.

ImageToClip

<https://github.com/RobertCurry0216/ImageToClip>

A small application to allow you to cut and paste text from images as if it were plain text. Uses machine learning algorithm to extract the text and loads it into your clipboard.

Written in C# and WPF.

Monkey Programming Language

<https://github.com/RobertCurry0216/monkey>

A toy programming language written in pure Go.

Waves Music Player

<https://github.com/RobertCurry0216/react-player>

View live here: <https://robertcurry.xyz/react-player/>

A single page app to listen to chillhop music.

Written in Javascript using React.

Exit the Void - Game

<https://github.com/RobertCurry0216/pico-8/tree/master/void>

View live here: <https://robertcurry.xyz/pico-8/>

A Pico-8 game about circling blackholes to rescue your friends while not being consumed yourself.

Written in Lua for the Pico-8.

Education

CS50 - Introduction to Computer Science

Completed February 2021

An online course provided by Harvard, topics covered by this course include abstraction, algorithms, data structures, encapsulation, resource management, security, software engineering, and web programming.

The Odin Project

Ongoing, 70% Complete

A self driven online course that takes you through creating web apps using Ruby on Rails.

Self Driven Education

2010 - Present

I am mainly a self taught developer, taking on whatever challenges look interesting and seeing them through to realisation. I have taught myself languages such as C#, python, lua, Go, and Javascript.

Work History

TTW - Advance Draftie / In-house Developer

February 2020 - Present

As a team member of the advance team at TTW I would split my time drafting and creating in-house apps and tools, using C#, to improve the workflows of both the drafties and the engineers. Some major projects I have worked on are the PT (post-tensioning) Import Tool, which will import and model the post-tensing in 3D, and the Column reinforcement tool, to model column reinforcement in 3D.

WSP - Draftie

July 2014 - February 2020

Alongside my role as a draftie I would create scripts and addins using Python to aid the engineers and other drafties in their roles.