# Robert Curry

## Developer

## Skills

## Portfolio

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**Robert Curry**

Preston, Victoria

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Github:      Github.com/RobertCurry0216

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

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**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**

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

Written in Lua for the Pico-8.

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## 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.

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## 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.