Robert Curry
Developer

Robert Curry
Preston, Victoria

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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 me and my work. Designed for a clean look with a mobile first approach.

Written in Javascript using React and 100% custom styled using 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

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.

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.