

ROBERT STOELHORST

Software Engineer & Passionate Technologist

CAREER PROFILE

For me, the past year has been a year all about carving out a new path to success. I aim to broaden my networks and work with talented people on top-tier products who share a similar drive to be the best developers they can be. I am a passionate optimist and creator and I see the opportunity in every difficulty. I enthusiastically look for solutions to problems and love to use technology and data to develop systems to make user experiences that function to a high standard. I rally for collaboration and creative thinking and succeed as a motivator, a leader, and a contributor to achieving the best result.

TECH STACK

- Javascript jQuery, Ajax
- React Hooks/Native, Vue
- Typescript
- HTML5 / CSS3
- Ruby on Rails
- PHP
- MySQL, Postgresql
- Node.js
- AWS
- Docker
- Github
- Bitbucket

CONTACT DETAILS:

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PRODUCT DEVELOPMENT & DELIVERY EXP

CurbCycle Fullstack Developer (current employer)

CurbCycle provides a transparent, end-to-end solution that enables the community to be in control of better recycling outcomes.

Since joining CurbCycle on a very exciting and rewarding mission I have worked across, managed, and maintained many of the systems and tech-stack. From the conception of new ideas and products to delivery to production. I have collaborated not just as a developer but also as a cross-team lead and product manager at times while managing my own workflows. I am a highly productive and creative team player who loves to learn and loves to lead.

Projects I have worked on include

- SAAS Inventory management dashboard, built with React, Google React Charts, Material UI, custom-built components, and our Php API using AWS S3 buckets to serve up data.
- MVP dashboards for council and corporate sponsors, the team has been experimenting with a few different stacks and designs to find a robust and scalable solution for the business model.
- Our <u>Curby</u> App, React Native App for Android and iOS built on Expo platform. I have contributed to the codebase written documentation for and deployed/published to Google Play and Apple App stores
- I have taken the lead on a couple of microsites from development to production and taken ownership of rapid fixes required post-roll-out.
- One of my proudest achievements was my proposal at our quarterly planning day and the subsequent conception of a referral program to encourage downloads of the Curby App in line with the growth of the business. I would love to talk more about this.

FIRST SOFTWARE ENGINEERING PROJECTS @ GA

EasySave (React 2020)

- A budget planner app that allows a user to input their income and expenses and calculate a summary of expenses.
- I took a pixel for pixel approach as a replica clone both in terms of functionality and design turned out better than I had hoped.

Github Live demo site

TikTok UI clone (React 2020)

- This TikTok clone is built with React and has a firebase database and hosting utilizing Material-UI, and a lot of neat CSS tricks.
- A fun project to expand on my React knowledge and learn more advanced methods of React development.

Github Live demo site

Posta (PHP Laravel)

- This is a 3 model social platform that I built purely with the intention of learning another framework, programming language, and acquiring relevant skills I can use in a workplace
- It functions as a social networking feed where users can write posts with the like functionality

Github

EMPLOYMENT HISTORY

Atsite Transport & Logistics

PROJECT MANAGER - SITE COORDINATOR | 2008 - 2020

A 12-year journey beginning in the warehouse as an offsider and laborer progressing into a management role.

- Organised and directed our teams onsite for our large-scale projects, predominantly serving our customers in commercial office fit-outs.
- Spearheaded Large projects as a project manager, I worked on many fitouts at the Barangaroo development over a 3 year period. supporting and assisting stakeholders, suppliers, building contractors, and other trades all while upholding my responsibilities and duties.

ACADEMIC HISTORY

General Assembly
SOFTWARE ENGINEERING IMMERSIVE

- Completed - 2020