Harry Corrigan

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WORK EXPERIENCE

- **QST 2022 - 2024** I worked developing systems for algorithmic sports betting via Betfair, i was the main developer on this project and developed solutions using Python to a variety of issues including high volume data handling, system architecture, data and thread synchronization, advanced error checking, profiling , logging, portability (docker), and much more, working here gave me enough experience, i feel, to move on to bigger things, and is my primary professional experience working in software engineering.
- **Code Ninjas 2022 - 2022** I worked tutoring kids (ages 5–12) on the basics of programming in JavaScript, Python and block-based graphical programming languages, this helped me learn to communicate complex ideas and concepts effectively to a variety of audiences, and also helped me restablish basic concepts in my own head, although at a very fundamental level.
- **Personal Projects 2018 - Present** I have worked on a variety of personal projects using a wide range of technologies and stacks, from C++ particle simulations to virtual terminals in your browser, i enjoy learning & building new things, some of which can be seen on my GitHub.

TECHNOLOGIES & LANGUAGES

Technologies	Git, Docker, Flask, MySQL, MongoDB, Linux, NodeJS
Languages	Javascript, Typescript, C++, Python
Software	Figma, Illustrator

ACHIEVEMENTS AND INTERESTS

- **Achievement** I built a 2D game engine in C++, this was a big achievement for me as it was something I've always wanted to be able to do. I built this with OpenGL & GLFW, it involved solving some complex problems, such as texture loading, text rendering, mesh construction, among other things.
- **Achievement** Building a data dashboard to visualize and display sports data for QST was a challenge. It required pulling in a wide variety of data and then displaying it in a cohesive and intuitive way. This was never quite completed, however, I feel it is worth a mention.
- **Interest** I am fascinated by the emergent properties of systems, cell and evolution simulations are a big interest of mine. Conways game of life is a good example of this. I am currently developing an engine to allow me to further explore this interest.