

# Robert Drury

## Software Developer

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[robdrury.dev](https://robdrury.dev)

### Introduction

I am an enthusiastic software developer with a desire to learn new languages and frameworks, and an interest in all things technological.

I am interested in game design and development, and am currently enrolled in Game Design & Technology at GU.

I am a native English speaker.

I moved to Sweden in August, 2019.

### Relevant projects

#### Project Hybrid

08/2022 - 10/2022

A mobile card game designed to encourage children to exercise. Inspired by dark "pay-to-win" patterns, but with a more positive skew.

Read more [here](#).

### Experience

#### Student at Göteborgs Universitet

09/2021 - Present

#### Game Design & Technology

#### Front-end developer

08/2020 - 08/2021

#### Hiber

- Working on both react and react-native projects

#### Front-end consultant

09/2019 - 05/2020

#### Sigma ITC

- FE consultant assigned to Icomera
- Worked on multiple React codebases
- Worked on projects designed to list and configure wireless access points on buses and trains

#### Front-end web developer

07/2017 - 02/2018

#### Smartbear Software

- FE developer for Swaggerhub, a platform for designing and documenting APIs
- Worked on both the SaaS and on-premises offerings of Swaggerhub
- Worked on React codebases, primarily for the installation manager of Swaggerhub on-prem
- Frequently interacted with VMs and docker containers, due to how the product was deployed on customers' infrastructure
- Worked with both a kanban board of tasks with desired improvements and, later, a series of epics as part of an overhaul and redesign of Swaggerhub on-prem

#### Software Developer

09/2013 - 06/2017

### Skills

#### Frontend technologies



Javascript (React), react-native, Redux, Storybook, Enzyme, react-testing-library, HTML & CSS, styled-components, REST

#### Game development



Unity, Game design, some OpenGL experience

#### Other competencies and interests



git, Linux, C#

## IBM

- Developer for IBM Bigfix's Server Automation team (2013 - 2015) and IBM Bigfix's WebUI team (2015 - 2017)
- Refactored Angular 1 projects to Angular 2, to allow for greater maintainability and code legibility
- Implemented required accessibility changes to our WebUI project, using WAI-ARIA guidelines
- Worked as part of an agile team, delivering features with strict deadlines
- Wrote and maintained unit tests, and kept code coverage as high as possible

## Education

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Computing in Software Development

2009 - 2013

GMIT

Degree

First Class Honours, Level 8

Final year project

"Dark Matter", a 2D shooter made with the XNA Framework, and submitted as an entry to Microsoft's Imagine Cup

[Video](#)

