

Curtis Myers

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EDUCATION

Liverpool John Moores University
Software Engineering BSc (Hons)

Liverpool, UK
Graduated 2022

Bradford College
Business and I.T. - DDM

Bradford, UK
Graduated 2018

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, HTML/CSS, SQL

Developer Tools: Git, Firebase, VS Code, Visual Studio, IntelliJ, Eclipse, Linux

Design Tools: Figma, Adobe XD

EXPERIENCE

Barnardo's Team Member/Team Leader

September 2022 – March 2023

Bradford Superstore

Bradford

- Working in a fast-paced retail environment dealing with customer enquires
- Possess excellent interpersonal skills, allowing for effective communication and relationship-building with diverse individuals
- Highly organized and detail-oriented, capable of managing inventory, arranging displays, and ensuring a smooth retail operation
- Following rules and regulations such as GDPR to ensure all data is handled correctly and safely

University Student/Group Member

Sep. 2018 – June 2022

Liverpool John Moores University

Liverpool

- Worked through the pandemic utilizing a range of tools to communicate effectively to achieve the end development goal
- Ability to adapt based on the situation and the goal. In an ever-changing environment this is a very important skill to have where things can change at a moment's notice
- Using problem-solving skills to find solutions in development to reach the desired goal

PROJECTS

Blackjack Card Counting Tool | *HTML, CSS, JS, Firebase*

- Developed an Interactive website with the goal to teach the player how to count cards in the game of blackjack
- Integrated Firebase authentication to allow the user to create an account that tracks their in-game values to see progress

Personal Portfolio Website | *HTML, CSS, JS*

- The primary goal of the website is to showcase my technical abilities, creativity, and problem-solving skills to potential employers, clients, or collaborators
- Features responsive design to scale to any display

Game Playing Robot | *Arduino*

- Create a robot using servo motors to carry out a series of commands on a controller to complete in-game events automatically to generate in-game XP