Luca Rogers

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EDUCATION

University of Glasgow — Glasgow, UK
BSc Computing Science — *Sept. 2023 – Present*

City of Glasgow College — Glasgow, UK
Foundation Apprenticeship in Information Technology: Software Development — *Aug. 2022 – Aug. 2023*

EXPERIENCE

Software Developer — Nov. 2025 – Present
Glasgow University Software Service (GUSS) — *Glasgow, UK*
- Delivered full-stack solutions for client-facing projects, interpreting user requirements into scalable software.
- Collaborated with more senior developers, completing code reviews, documentation and software contracts.
- Worked within agile/scrum-style team structure to meet short timelines, adapt to evolving specifications, and deliver value to internal and external clients of the service.

Software Developer — Nov. 2022 – Mar. 2023
Legal-Pythia LLP — *Glasgow, UK*
- Developed and collaborated microservice API endpoints using FastAPI used to qualitatively parse legal documents
- Applied teachings to develop a full stack web application using React, Axios and FastAPI.
- Working alongside my team and adapted to the sudden change to remote work, maintaining workplace targets

Software Engineer — June 2022/23 – Aug. 2022/23
TR Bonnyman Son & Co Ltd — *Beith, UK*
- Developed and Integrated Company-wide Automation on the server using the Linux cron daemon ensuring accurate and deterministic chemical data for any chemical compound
- Explored integrating automation into MSDS software using Cloud-based MSDS automation
- Gained practical experience collaborating in a production pipeline improving company efficiency

PROJECTS (MORE PROJECTS IN GITHUB PINNED)

ssh-me | *Svelte, Typescript, Go, Wish, Docker, GitHub Actions/Workflows, Google Cloud* — Aug. 2025 – Present
- Co-creater and Developer of a cloud hosted terminal/UI that enables developers to share their online presence, such as social profiles, portfolio, project links, accessible via an intractable SSH session, now used by real users.
- Collaborated in a small team using GitHub Issues for project management and milestone tracking.
- Designed and implementing the GitHub Actions CI/CD infrastructure pipeline and Docker to automate testing, containerization, and deployment to Google Cloud.
- Built the front-end interface in Svelte and TypeScript, focusing on responsive design and UX.

AMS Workflow Tracker | *Svelte, Flask, SQLite, Typescript, Python, GitLab* — Oct. 2025 – Present
- Collaborating with the University of Glasgow's Accelerator Mass Spectrometry (AMS) Laboratory, operating multi-million pound particle accelerator systems for isotope analysis and environmental research.
- Developing a production-ready workflow management system to replace manual and Excel-based tracking of particle accelerator operations, improving reliability and report generation for over 8,000 annual analyses.
- Collaborating in a six-person agile development team to deliver a secure, full-stack solution using Flask, Svelte, and SQLite, integrated with university authentication and infrastructure.
- Engaging directly with scientists to gather user requirements and iteratively refine software supporting real-world laboratory operations, maintenance scheduling and ensuring continuity in national scientific collaborations.

Competitive Programming stats | *Typescript, Deno, Github Actions/Workflows, Docker* — Dec. 2024 – July 2025
- Developed dynamic statistics from competitive programming platforms for display in GitHub READMEs
- Implemented GitHub Workflows and branch rulesets for a full CI/CD pipeline with unit tests and production deployment using Docker and Deno playground
- Integration with competitive programming platforms (AtCoder, Codeforces) using API's or Web scraping and provides a public API for badge generation

* Implemented Asynchronous programming for fetching and processing data from external APIs using programming paradigms and design patterns

Arduino Rhythm Game controller | *Arduino, C++, Linux, Circuit Design*   June 2024 – Aug. 2024
  * Designed and built a custom rhythm game controller using Arduino Leonardo (ATmega32u4 USB communication) with multiple input components, including an optical rotary encoder implemented using bit-shifting algorithms
  * Developed firmware with modular object classes for reusable component logic, optimizing responsiveness
  * Designed a Fusion360 CAD model for the controller case, planned circuit wiring to avoid input ghosting
  * Applied electronics knowledge to select, integrate, and program components for hardware–software interaction

TECHNICAL SKILLS

Programming Languages: Python, C/C++, Typescript, GDscript
Developer Tools: Github, Docker, VS Code, Insomnia, Godot, Figma, Linux
Frameworks: React, Node.js, FastAPI, Deno, Svelte
Libraries: pandas, NumPy, Matplotlib, Puppeteer, ACL(AtCoder Library)
Languages: Japanese - Native | English - Native | Chinese - Basic

INTERESTS AND ACHIEVEMENTS

- **Competitive Programming** where I participate in AtCoder(Top 100 UK) and Codeforces Contests, Also hosting events for nation-wide contests like UKIEPC and spreading the passion and benifits of Competitive Programming

- **Game Development** particularly the Godot engine and Game Jams, notability participating in the GMTK Game Jam 2025 with over 37,000 sign-ups, more than 9,600 games. Submitting BLEEP ranked 884th place developed by my indie Game studio Unigiri Studio with a team of over 6 people.
  In addition, Winning Runners Up in the World-Changing Glasgow 850 Games Jam 2025, submitting GlasgoWare

- **Rocketry society** contributing on a massive codebase implementing key updates in C++, improving reliability

- **Hackathons** Participating in:
  J.P. Morgan's code for good 2025
  University of Glasgow DYHTG 2024/25
  University of Glasgow Code Olympics 2024/25

- **Electronics** where I make random circuits and tinker with development boards, recently experimenting with ESP32 development boards and Rasberry Pi's for self hosting services such as uptime kuma

- **Tea** where I host and organize tea events, reaching out to sponsors and event teams alongside my committee. Hosting cultural events, spreading the love of tea and its significance in culture/history. most notably, the Tea Society workshops, where I will be hosting a Traditional Japanese Tea Ceremony/Workshop.
  In Addition, the owner of the tea channel Kotochaya

Competitive Programming Society-Vice President, Founder | Tea Society-Vice President, Founder | Japan Society-Welfare Officer