

Luca Rogers

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EDUCATION

University of Glasgow

BSc Computing Science

Glasgow, UK

Sept. 2023 – Present

City of Glasgow College

Foundation Apprenticeship in Information Technology: Software Development

Glasgow, UK

Aug. 2022 – Aug. 2023

EXPERIENCE

Software Developer

Legal-Pythia LLP

Nov. 2022 – Mar. 2023

Glasgow, UK

- Developed microservice API endpoints using FastAPI used to qualitatively parse legal documents for end-user use
- Applied teachings to develop a full stack web application using React, Axios and FastAPI.
- Adapted to the sudden change to a remote work setting, maintaining workplace morale and work targets

Software Developer

TR Bonnyman Son & Co Ltd

June 2022 – Aug. 2022

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)

Competitive Programming stats | Typescript, Deno, Github Actions/Workflows, Docker

Dec. 2024 – Present

- * 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: Java, Python, C/C++, SQL, PHP, Typescript/JavaScript, HTML/CSS, GDscript

Developer Tools: Git, Github, Docker, VS Code, Visual Studio, Insomnia, Godot, Unity, Blender, Figma, Linux

Frameworks: React, Node.js, FastAPI, Deno, Django, Bootstrap, Three.js

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 in UK) and Codeforces Contests, Also hosting events for nation-wide contests like ICPC and spreading the passion for 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
- **Rocketry society** contributing on a massive codebase implementing key updates in C++, improving reliability

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