Luca Rogers

+44-7480-672380(UK) | +81-70-1467-6406(JP) | lucarogers666@gmail.com | linkedin | Github

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. 2022 – Mar. 2023
Legal-Pythia LLP — *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 — 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)

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