

Rodger Lugo Cruz

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Summary

Dedicated and results-driven software engineer with a proven track record of success in developing innovative solutions, optimizing processes, and enhancing collaboration across teams to drive business performance. Possess strong technical expertise in Python, Django Framework, React, and cloud technologies like Azure, with experience in streamlining workflows, increasing project revenue by 75% on average, and maintaining 100% client retention. Skilled in agile methodologies, consistently delivering high-quality software solutions that meet evolving client needs. Committed to fostering a culture of continuous improvement and mentoring junior engineers, resulting in increased team productivity and code quality across projects.

Areas of Expertise

- Frontend, Backend, & Full-Stack Engineering | Operating Systems Management | Game Development | Database Management
- Agile Methodologies | Software Development Lifecycle (SDLC) | Web Scraping | IT Support | Application Engineering
- Scrum | Cloud-based Solutions | Big Data Management | Project Management & Delivery | Bilingual in English & Spanish

Technical Skills

- Python | React | Django | Java | JavaScript | TypeScript | .NET | C++ | C# | Node | Docker | Selenium | Unity | Unreal Engine
- Azure | Snowflake | Databricks | Hadoop | Pig | Hive | Impala | MySQL | PostgreSQL | Linux | Ubuntu | Virtual Box | Git

Experience

Software Engineer | Cityglobe

New York, NY | May 2022 - Present

- Design and implement an automated system for handling client web scraping requests, utilizing Python, Django Framework, React, Django Database, Azure, and Selenium, decreasing turnaround time from request submission to completion by 50%.
- Streamline cross-functional team collaboration by integrating multiple tools into a unified Ad Hoc Center powered by Django Framework and Django Database, enhancing efficiency for data science, sales, and customer service departments.
- Spearhead the development and deployment of a robust cloud-based solution using Azure, bolstering the reliability and stability of workflows, yielding a 75% average increase in project revenue and ensuring 100% client retention for projects.
- Proactively identify and resolve potential bottlenecks in the software development lifecycle, promoting timely delivery of high-quality software solutions to meet clients' evolving needs.
- Foster and maintain a culture of continuous improvement by mentoring junior engineers and sharing best practices, resulting in enhanced team productivity and increased code quality across projects.

Software Engineer, Intern | Cityglobe

New York, NY | 03/2022 - 05/2022

- Collaborated with the data science team to implement and deploy statistical models for evaluating salary data across various regions and job roles, significantly contributing to informed decision-making processes.
- Engineered a functional prototype utilizing Streamlit, effectively demonstrating its capabilities to key stakeholders from data science, sales, and marketing departments, facilitating enhanced cross-functional collaboration.
- Employed Docker containers to deploy the application on Azure, seamlessly integrating the app with a database to ensure consistent and reliable performance.
- Conducted rigorous testing and debugging to ensure optimal functionality, usability, and prototype performance, driving improvements in user experience and satisfaction for internal teams.

IT Support Specialist | InterAmerican

Bayamón, PR | 08/2016 - 05/2018

- Managed a class scheduling system for students, reducing errors by 15% and ensuring efficient use of classroom resources.
- Transferred over 1,000 paper-based records into database systems, resulting in a 10% reduction in data entry errors.
- Performed testing of more than 20 modified forms, ensuring an error-free system during enterprise system upgrades.

Education

Bachelor of Science, major in **Computer Science** | University of Wisconsin-Stout

Menomonie, WI | 06/2022

Projects

- **Newt!:** Creator of an award-winning 3D puzzle game (Unreal Engine, C++, Blueprint). Link to [YouTube](#) Gameplay (05/2022)
 - **Popular Vote Award:** Won the award for the development of the 3D puzzle game at Stout Game Expo 2022 (05/2022)
- **OLEK:** Designed and developed of a 2D action/runner game (Unity 2D, C#, Webpage). Link to [YouTube](#) Gameplay (05/2021)
- **Don't Blow it!:** Creator of a 2D mobile action/runner game (Unity 2D, C#, Android, iOS). Link to [YouTube](#) Gameplay (05/2019)