

Rodger Lugo Cruz

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Summary

- Software engineer with two years of experience in full-stack application development, Linux, Ubuntu, and Python.
- Supported data science teams with cloud infrastructure (Azure), databases (Snowflake, MySQL), and big data (Hive).
- Automated data processes for the sales team's information retrieval using Django, React, Bootstrap, and Selenium.
- Dedicated learner, with project management skills including decision making and task prioritizing.

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
- Big Data | Database | Frontend | Backend | Full-Stack | Operating Systems | Game Development | Scrum | English, Spanish

Experience

Software Engineer Cityglobe *New York, NY* **05/2022 -**

- Developed an automated workflow to address web crawling requests from clients, resulting in a 50% reduction in the time from request to delivery using Python, Django Framework, React, Django Database, Azure, and Selenium.
- Consolidated multiple tools into a centralized Ad Hoc Center powered by Django Framework and Django Database, resulting in increasing simplicity of collaboration among cross-functional teams, including data science, sales, and customer service.
- Led the design and deployment of a cloud-based solution on Azure, improving the reliability and stability of the workflow, which resulted in a 75% increase in project revenue on average and 100% client return for additional projects.

Software Engineer, Intern Cityglobe *New York, NY* **03/2022 - 05/2022**

- Assisted the data science team in deploying statistical models to analyze salaries for different areas and job positions.
- Developed a functional prototype using Streamlit to showcase to stakeholders from data science, sales, and marketing teams.
- Deployed the application with Docker containers into Azure and connected the app with a database.

IT Support Specialist InterAmerican University *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 University of Wisconsin-Stout *Menomonie, WI* **09/2018 - 06/2022**

- Major in **Computer Science**

Projects

- **Newt!:** Creator of an award-winning 3D puzzle game (Unreal Engine, C++, Blueprint). Link to [YouTube](#) Gameplay **(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)**

Mentorship

- **Mentor Collective:** Cultivated a safe space for students of color and the LGBTIQ+ community to receive social, career, and academic support.

Others

- **Popular Vote Award:** Won the award for the development of the 3D puzzle game [Newt!](#) at Stout Game Expo 2022 **(05/2022)**