Rodger Lugo Cruz

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SOFTWARE ENGINEERING COMPETENCIES:

- Experienced Software Engineer with strengths in web application development, information retrieval, and Linux environment.
- Dedicated learner, with project management skills including decision making and task prioritizing.

EXPERIENCE:

Cityglobe, New York, NY

03/2022 - 05/2022

Intern as Back-End Developer

- Restructured job market crawler, wrote system design and integration tests to cover the main usage scenarios, and implemented it using Python (Selenium) and SQL.
- Integrated an optimized data analytics process including parsing, examining, and storing data.
- Helped marketing and data science teams solve the challenge of validating data with clients and automated the whole process using Python and Google Apps Script and accelerated the process by 40%.

PROGRAMMING SKILLS:

C++, C#, Java, Python, Visual Studio, Eclipse, Adobe Dreamweaver, HTML, SQL, CSS, PHP, JavaScript, Linux

SELECTED PROJECTS:

Newt!: (PC video game on Unreal Engine) Won the Popular Vote Award

Fall 2021 – Spring 2022

- Collaborated closely with five programmers, six graphic designers, and one audio designer to develop a 3D puzzle game.
- Created, designed, and implemented the functionality of puzzles, materials to guide players, and System Events for players' progress using Blueprints.

Olek: (PC video game on Unity)

Spring 2021

- Collaborated with two programmers, two graphic designers, and one audio designer to develop a rhythm computer game published on the web page "itch.io".
- Programmed user-friendly interface, background moving, loading screen, synchronization box, unit testing, and sound control using Unity, Visual Studio, and C#.

Don't Blow it: (Smartphone video game application on Unity)

Spring 2019

- Cooperated with a graphic designer to develop a runner adventure mobile game using C#.
- Designed and developed five levels with different themes, character, and abilities.
- Coded interactive interface and added multimedia to improve the user engagement.

RELATIVE EXPERIENCE:

InterAmerican University, Bayamón, PR

08/2016 - 05/2018

Advisor

- Helped 500+ students with their class schedule management.
- Answered phone calls, replied to emails, and offered consulting for students.
- Followed up to ensure resolution and wrote weekly progress reports.

EDUCATION:

University of Wisconsin-Stout, Menomonie, WI

06/2022

Bachelor's degree in Computer Science

AWARD:

Stout Game Exposition 2022 (SGX)

05/2022

• Won the Popular Vote Award.