

Rodger Lugo Cruz

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SKILLS:

- C++ | C# | Java | Python | Visual Studio | Eclipse | Adobe Dreamweaver | HTML | SQL | CSS | PHP
- JavaScript | Selenium | Django | Microsoft Azure | Unreal Engine | Unity | Linux | Virtual Box | Git
- Web Application | Unit testing | Decision Making | Task Prioritizing | Agile | Information retrieval

EXPERIENCE:

Cityglobe, New York, NY

03/2022 – 05/2022

Intern as Software Engineer

- Developed and implemented an automated workflow to address urgent ad hoc web crawling requests from clients, resulting in a 50% reduction in the time from request to delivery using Python, HTML, Selenium, Django Framework, Django Database, and Azure.
- 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 sales, customer service, and data science.
- 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.

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: (Android/IOS 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

09/2018 – 06/2022

Bachelor's degree in Computer Science

AWARD:

Stout Game Exposition 2022 (SGX)

05/2022

- Won the Popular Vote Award.