

Andre Rogers

Toronto, ON · 647-673-2849 · andrejprogers@gmail.com

Summary

A highly skilled software engineer with 8+ years of experience in backend development, cloud-based infrastructure, and full-stack engineering. Adept at designing scalable, high-performance systems and leading cross-functional teams to deliver impactful software solutions. Proven expertise in transitioning architectures, optimizing CI/CD pipelines, and ensuring seamless integration of legacy and modern technologies. A collaborative leader passionate about mentoring engineers, driving innovation, and delivering results aligned with organizational goals.

Experience

Senior Backend Engineer | Parsable

May 2021 – November 2024

- Led the migration from a monolithic to a microservices architecture as part of the Next Gen team.
- Designed and implemented an **anti-corruption layer** for serialization and deserialization between legacy (Go and Postgres) and next-gen services (Typescript and Mongo).
- Owned and built a core service that exists as a next gen service in Typescript.
- Built an **orchestration layer** to manage operations across next-gen and legacy systems.
- Developed and maintained backend services for both next-gen and legacy architectures.
- Managed CI/CD pipelines to ensure smooth and efficient deployments.
- Collaborated with QA to perform PSR, smoke tests, and load testing for new features.
- Followed a rigorous Test-Driven Development approach for API development.
- Documented APIs and implementations using Confluent.

Technologies: Go, JavaScript, TypeScript, Jenkins, SonarCloud, DocDB, Postgres, Spinnaker, Kubernetes, Docker.

Senior HPC Backend Engineer | Scala Computing

October 2017 – June 2020

- Built the backend for the Scala Computing platform, enabling cloud-based High-Performance Computing (HPC) applications.
- Maintained AWS cloud infrastructure and conducted deployments and migrations.
- Led client-facing activities, including requirement gathering, onboarding, and demos.
- Managed an 8-person engineering team, reporting progress directly to the CTO.

Technologies: Go, Python, Shell Scripting, AWS, Azure, Terraform, Docker, Django, PostgreSQL, Slurm.

Full Stack Engineer | SVAM International

April 2017 – October 2017

- NYC Human Resource Administration

- Developed a project management tool to streamline NYC government processes.
- Gathered client requirements and built front and back-end components.

Technologies: Angular 2, JavaScript ES6, Node.js, SharePoint 2010.

- NYC Department of Environmental Protection

- Created a mobile platform to record building temperature data across NYC boroughs.
- Debugged and troubleshoot issues during testing.

Technologies: JavaScript ES6, AngularJS 1.5, SQLite, Cue-Me Framework.

Game Developer | Dhruva Interactive

June 2013 – July 2014

- Developed 2D puzzle and retro platformer games for iOS and Android.
- Created technical design documents and implemented gameplay prototypes.
- Collaborated with QA to design and execute test cases.

Technologies: Unity 4, C#, JavaScript, OpenGL, XCode.

Education

- **Master of Science in Computer Science**, Governors State University, IL (2015–2016)
- **Master of Science (PG Diploma) in Computer Science**, Trinity College Dublin, Ireland (2011–2012)
- **Bachelor of Computer Applications**, St. Joseph's College, Bangalore, India (2008–2011)

Technical Skills

Languages

- Primary: C, C++, Go, Python, JavaScript, Node.js
- Secondary: MPI, C#, .NET, T-SQL, AngularJS, Angular 2, React

Frameworks & Tools

- APIs/Frameworks: AWS, Docker, Kubernetes, Terraform, Slurm Scheduler, OpenGL
- Tools: Git, PostgreSQL, Emacs, VS Code, Unity, Unreal Engine 4

