Andre Rogers

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With **8 years of experience** in software engineering, including leadership and management roles. I have experience in **leading teams, mentoring junior engineers, and collaborating with cross-functional teams**. I am proficient in various programming languages and have experience with full-stack development with an emphasis on **backend systems, cloud-based infrastructure, and agile methodologies.**

EXPERIENCE

Senior Backend Engineer | Parsable | May 21 – Current

- Worked closely with the Next Gen team to initiate the migration from a monolith to a microservices architecture.
- Developed and maintained backend services within the Next Gen microservices architecture and the legacy system.
- Worked with the CI/CD pipeline between code pushes to deploy.
- Collaborate with the QA team for feature pushes and releases to ensure thorough testing that includes PSR, smoke tests, and load testing.
- Follow a Test-Driven Approach with rigorous unit testing, integration testing, and end-to-end testing to ensure correct API functionality aligned with technical and design requirements.
- Managed daily and sprint tasks via Jira, organized meetings with teammates and company managers to gather requirements, and contributed to the design and implementation of key features.
- Created and updated documentation for APIs and their implementation via Confluence.
- Utilized: Go, JavaScript, TypeScript, Jenkins, SonarCloud, DocDB, Postgres, Artifactory, Spinnaker, Kubernetes, Docker.

Senior HPC Backend Engineer | Scala Computing | Oct 17 – June 20

- Developed the backend of the Scala Computing platform, enabling parallel computation of High-Performance Computing (HPC) applications on the cloud across verticals such as water modeling, weather forecasting, engineering modeling, and network simulations.
- Maintained the platform's cloud infrastructure on AWS through cloud deployments, migrations, and requirement review.
- Led important client meetings to discuss requirement procurement, account maintenance, onboarding, and product demos.
- Built a Water Modeling project for the Department of Environmental Protection of NYC for distributing the model using the HDR application written in Fortran on a cluster and performed custom post-processing on the resulting output.
- Contributed to the design and implementation of a solution enabling a plug-in and plug-out feature for running NS3 simulations against different network models.
- Managed a team of 8 engineers, coordinating meetings and tutorials onsite and offsite, and reported progress directly to CTO.
- Created documentation of APIs, style guide, development pipelines, and deployment processes to operate.

- Utilized: Go, Python, Shell Scripting, AWS, Azure, Terraform, Docker, Django, HTML5, CSS3, JavaScript, jQuery, PostgreSQL, Packer, MPI, Slurm

Full Stack Engineer | SVAM International | Apr 17 – Oct 17

NYC Human Resource Administration

- Developed a project management software that allows the NYC government to approve their projects efficiently.
- Gathered specs and requirements from the client and engineered the front end and back end of the product.
- Created use cases and helped perform UAT (User Acceptance Testing).
- Utilized: Angular 2, JavaScript ES6, jQuery, Kendo UI, JS CSOM, HTML5, CSS3, Node.js, NPM, SharePoint 2010

NYC Department of Environmental Protection:

- Developed an application used by NYC government to record and test the data of building temperature in five boroughs.
- Created a mobile platform used on Microsoft surface; engineered the back end using Cue-me and JavaScript.
- Assisted in debugging during the testing phase by logging success and failures along with errors generated.
- Performed troubleshooting to ensure proper packaging and deployment.
- Utilized: JavaScript ES6, jQuery, AngularJS 1.5, Cue-Me Framework, Cue-Me Studio HTML5, CSS3, SQLite

Game Developer | Dhruva Interactive | Jun 2013 - Jul 2014

- Developed 2D puzzles, physics-based gameplay, and retro platformer designs for iOS and Android platforms
- Created coding standards through artifacts such as flow charts and Technical Design Documents (TDD)
- Implemented prototypes of game designs for user feasibility and playability
- Collaborated with QA to design test cases for code and gameplay mechanics
- Utilized Unity 4, C#, JavaScript, OpenGL, HLSL, MonoDevelop, XCode, and Jira

EDUCATION

- Master of Science in Computer Science, Governors State University, University Park, IL, 2015–2016
- Postgraduate in Computer Science Interactive Entertainment Technology (Game Development), Trinity College Dublin, Dublin, Ireland, 2011–2012
- Bachelor of Computer Applications, St. Joseph's College of Arts and Science, Bangalore, India, 2008–2011

TECHNICAL SKILLS

- **Primary Languages**: C, C++, Go, Python, JavaScript, Node.js
- **Secondary Languages**: MPI, C#, .NET, T-SQL, AngularJS, Angular 2, React, Webpack 2, jQuery, HTML5, CSS3
- **API's/Frameworks**: AWS, Docker, Terraform, Kubernetes, Slurm Scheduler, OpenGL, GLSL, Packer, Cue-Me
- **Tools/Applications**: Emacs, Visual Studio, VS Code, MonoDevelop, Git, SQL Management Studio, PostgreSQL, Unity, Unreal Engine 4