Andre Rogers

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An accomplished **Software Engineer** specializing in **Object Oriented Design** and **Analysis** having experience in the full life cycle of the software development process including *requirements definition, prototyping, proof of concept, design, interface implementation, testing and maintenance* with the ability to learn new skills and project details quickly, find creative solutions to challenging problems.

WORK EXPERIENCE:

Freelance, Full Stack Programmer (May 2016 – May 2017)

- Gathered **specs and requirements** from client to accurately build a **workflow**.
- Used **Semantic HTML** and the **CSS Box Model** for describing the structure and style.
- Used **Angular** for front end scripting and **Node.js** for the backend.
- Interacted with and created a **relational database**, using **TSQL**, **SQL Server.**
- Wrote **use cases** and performed **UAT (User Acceptance Testing)** while using **Jira** to track bugs.
- Used the **MEAN stack** i.e. **Mongo, Express, Angular** and **Node.js** to create a **RESTful API** to connect with **CoinKite** for **CRUD** operations as a proof of concept to create a **Bit Coin** wallet.

Governor State University, Media Technology Assistant (April 2016 – March 2017)

- **Encapsulated** teaching material such as videos, lecture notes and other related course material into a single package using **Lectora, HTML, CSS**, and **JavaScript** for offline digital distribution.
- Conducted meetings with teachers and faculty to **gather** and **compile requirements**.

Freelance, Web Developer Consultant (July 2014 - May 2015)

- **Refactored** code for optimization purposed and better readability.
- **Modified the database to optimize its design** for quicker response times, by **normalization**.
- Created **responsive webpages** to **react responsively** to change in screen size or resolution.
- Wrote webpages for a website hosted on a **Joomla CMS (Content Management System)** using **JavaScript, HTML5, CSS,** and **PHP.**

Dhruva Interactive, Game Programmer (June 2013 - June 2014)

- Developed games for the **iOS** and **Android** platforms.
- Built a **3D model loader** in the **Unity Engine** to **render with physically based shaders**.
- Contributed to the code base in terms of **gameplay, physics** and **rendering** using **C#.**
- Worked with QA, to **design test cases** to verify code, and mechanics.
- Performed **regression testing** to check **efficiency of algorithms** when they were changed.
- Active participant in **scrums** and contributed retroactively during **sprint retrospectives**.

EDUCATION:

- ***Governors State University***, *University Park, IL (Graduate August 2016)* - **Master of Science in Computer Science**
- ***Trinity College Dublin***, *Ireland (Graduated August 2012)* - **Post Graduate Diploma Computer Science Interactive Entertainment Technology** *(Game Development)*
- ***St. Joseph's College of Arts and Science***, *Karnataka, India (Graduated May 2011)* - **Bachelor of Computer Applications**

TECHNICAL SKILLS:

- ***Languages -*** C, C++, C#, HTML5, JavaScript, CSS3, ASP .NET, SQL, AngularJS, Node.js, Express, MongoDB
- ***API's / Frameworks -*** OpenGL, GLSL
- ***Tools / Applications -*** Visual Studio, VS Code, SQL Server, SQL Management Studio, Unity, Unreal Engine 4, Git