

# Andre Rogers

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## **OBJECTIVE:**

Game or Engine Programmer position in a challenging environment, where I can grow professionally and contribute my skills and stamina towards getting projects done in a timely manner.

## **TECHNICAL SKILLS:**

### ***Languages:***

C, C++, C#, HTML5, JavaScript, CSS3, ASP, SQL, .NET

### ***API's:***

OpenGL, GLSL

### ***Tools/Applications:***

Visual Studio, Brackets, SQL Server, IIS, Unity, Unreal Engine 4

## **EDUCATION:**

*Governors State University, University Park, IL (Graduate August 2016)*

### **Master of Science in Computer Science**

Project work covered the following,

- Formal language and software engineering.
- Web development using current technology. Used ASP .NET, C#, HTML, CSS, and Javascript.
- Database management and core concepts. Used SQL, and SQL Management Studio.
- Firewall security and maintenance. Used pfSense, and tools like Wireshark.

*Trinity College Dublin, Ireland (Graduated August 2012)*

### **Post Graduate Diploma Interactive Entertainment Technology**

Project work involved the following:

- Real time animation: Modeled a spider using GLUT and animated it with IK (inverse kinematics), and made a simple game. Developed using C++, and OpenGL.
- Real time rendering: Wrote simple lighting shaders and worked on an implementation of a research paper. Developed using C++, OpenGL and GLSL.
- Real time physics: Wrote applications to implement physically based phenomenon with rigid bodies, particle systems, and collision detection. Developed using C++, and OpenGL.
- Artificial Intelligence: Wrote an application with a finite state machine to prove reinforced learning, also configured a robot in RoboCode to fight against other team members' robots.
- Developed my own take on Space Invaders, made a 3D version using C# and XNA.
- Group project: As a team, we decided on a type of game and then designed and developed the game. The final product was a 2D side scroller about a robot called Albot, with a retro classic finish. Developed using C++.
- My thesis, is based on "Interactive Volume Rendering". Volumetric MRI data was used to emphasize the use of voxels. Voxels are rendered on the GPU, and used with a manipulated version of the shader

presented in “X-Toon: An Extended Toon Shader” by Pascal Barla. Developed using C++, OpenGL, and GLSL.

*St. Josephs College of Arts and Science, Karnataka, India (Graduated May 2011)*

### **Bachelor of Computer Applications**

Project work covered the following,

- Software development and engineering.
- Web development and web technology.
- Final project: Interned with Touch Taste Technologies (USA), and helped build a menu ordering system, which included a content delivery system, and a content management system (administrator).

### **WORK EXPERIENCE:**

#### ***Freelance Web Developer and Consultant (March 2015 - May 2015)***

- Restructured code for better readability and quicker page load times.
- Cleaned up and modified the database.
- Created static, dynamic and responsive web pages.
- Wrote simple functionalities for a Joomla based website. Where, Joomla is a content management system (CMS).

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

- Developed games for the iOS and Android platforms.
- Programmed various gameplay mechanics within the Unity Engine.
- Worked under a senior level programmer to build a 3D model, rendering application using the Unity Engine.
- Throughout tenure at Dhruva, contributed to the code base in terms of gameplay, physics and rendering. Written in C#, and Javascript (Unity).

#### ***Deluxe Digital Studios, Tech Support (April 2011 - September 2011)***

- In-house software development, to ease and automate processes. Developed with Visual Basic.
- Technical support in terms of audio and video conversion.

### **ACCOMPLISHMENTS:**

#### ***Academic:***

- Team Leader for the last sprint of the IET (Interactive Entertainment Technology) Group Project. (2011 - 2012)
- Team Leader for the 6th semester project which was based on a touch screen application for a company, Touch Taste Technologies (USA). (2010 - 2011)
- Team Leader for the 5th semester project, which was based on web development, using HTML, JavaScript, PHP, CSS, and Flash. (2009 - 2010)
- Team Leader for the 4th semester project which was based on software development using VisualBasic and Visual Studio. (2008 - 2009)

#### ***Personal:***

- Represented Trinity College Dublin in inter-college basketball tournaments.
- Represented St. Joseph's College of Arts and Science in inter-college basketball tournaments.
- Represented St. Joseph's PU College in inter-college basketball tournaments. Won the district and regional level tournaments.
- Represented St. Germain's High School in high jump at a district level.
- Represented St. Germain's High School at COPA Basketball tournament, and won the tournament.