

Andre Rogers

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California +1 630-974-8533

OBJECTIVE:

A Software Engineering 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, AngularJS, Node.js, Express, Mongo

API's:

OpenGL, GLSL

Tools/Applications:

Visual Studio, Brackets, SQL Server, SQL Management Studio, Unity, Unreal Engine 4, Git, Jira, NetSuite

WORK EXPERIENCE:

Concentrus - Solutions Consultant (May 2017 – Present)

- Worked as an ERP Business Analyst, where I created requirement documents pertaining to NetSuite implementations.
- Worked closely with subject matter experts in sales, marketing, finance, warehousing and development.
- Conducted meetings and client calls both locally and offshore to gather information.
- Assisted the offsite DBA in performing data analysis.
- Wrote Transact-SQL in the form of queries and stored procedures, and scheduled jobs for automated data processing.
- Worked closely with NetSuite, and its GUI to perform searches, report creation, dashboard customization, and form customization to meet requirements in the sales, marketing and customer relationship departments.

Dr Tec [Client: Chase], Network Engineer (April 2017 – May 2017)

- Performed inventory management of their IP Cisco & Lucent phones.
- Built, configured and deployed new IP Cisco phones.

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, and JavaScript for offline digital distribution.

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).

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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 loader using the Unity Engine as a proof of concept to render with physically based shaders.
- 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.

EDUCATION:

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

Master of Science in Computer Science

Project work covered the following,

- Formal language and automata; understanding how a computer compiles and understands language.
- Software engineering and its management.
- 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.
- Group projects involved weekly scrums between team members to discuss the week's scope and deliverables.

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 (OpenGL Utility library) which was then animated based on IK (inverse kinematics), and made a simple game with it. 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.

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- 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).

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)