

Andre Rogers

andrerogers21@gmail.com
http://andrerogers.github.io/
Chicago, Illinois
+1 630-974-8533

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

Game Engines:

Unity, Unreal Engine 4

Game Development:

C++ Game Engine Architecture, Real Time Physics, Real Time Rendering, Gameplay modules

Web Development:

Static & Dynamic Web Sites, Responsive Development, Web Applications & Services, Database Management

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 in Interactive Entertainment Technology

Project work involved the following:

- Real time animation: Modeled spider using GLUT and animated it with IK (inverse kinematics), and made a simple game.
- Real time rendering: Wrote simple lighting shaders and worked on an implementation of a research paper.
- Real time physics: Wrote applications to implement physically based phenomena with rigid bodies, particle systems, and collision detection.
- 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.
- Made a 3D version of Space Invaders
- Group project: As a team, decided on type of game and then designed and developed the game. Final product was a 2D side scroller about a robot called Albot, with a retro classic finish.

- My thesis was 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.

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)

- Refactoring code.
- Cleaned up and modified the database.
- Created static, dynamic and responsive web pages.
- Wrote simple functionalities for a Joomla based website.

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.
- Throughout tenure at Dhruva, contributed to the code base in terms of gameplay, physics and rendering.

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

- In-house software development, to ease and automate processes.
- 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 St. Joseph’s PU College in inter-college basketball tournaments. Won the district and regional level tournaments.
- Represented St. Joseph’s College of Arts and Science in inter-college basketball tournaments.
- Represented Trinity College Dublin in inter-college basketball 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.