

Andre Rogers

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OBJECTIVE:

A Software Engineering/Developer 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 .NET, SQL, AngularJS, Node.js, Express, MongoDB

API's / Frameworks:

OpenGL, GLSL, Hadoop

Tools / Applications:

Visual Studio, VS Code, SQL Server, SQL Management Studio, Unity, Unreal Engine 4, Git, Jira, NetSuite, AWS, Linux, Docker, Ansible, Jenkins, Puppet

WORK EXPERIENCE:

Concentrus – Business Systems Analyst (May 2017 – Present)

- Worked in the **ERP domain**, where I worked directly with **NetSuite to configure dashboards, and perform project management** related tasks.
- Worked 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.
- **BRD's (Business Requirement Documents)** were created to outline business requirements and scope according to client needs and requests.
- **FSD (Functional Specifications Document)** were created to outline functional requirements for the development team.
- **SOW (Statement of Work)** were created to outline project assessment, business requirement, risk and benefit to contribute to **lead conversion from prospect to opportunity**.
- Worked closely with **subject matter experts in sales, marketing, finance, warehousing and development**.
- **Conducted meetings and hosted client calls** both locally and offshore to gather information.
- Assisted the offsite DBA in performing **data analysis via SQL Server 2012 and SQL Management Studio 2012**.
- Wrote **Transact-SQL** in the form of **queries and stored procedures**, and **scheduled jobs** to monitor and isolate data.

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- Worked with **QlikSense** to **visualize data** to assist managers in monitoring their sales and marketing team.
- Performed **data analysis** on provided **data sets hosted on an SQL Server** populated from multiple data sources, for **P & L purposes** and to **eliminate discrepancies** between multiple **data warehouses**.

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.
- **Coordinated with management and relayed information** with the team regarding **phone deployment**.
- **Guided and managed** a team to achieve the implementation in a limited time period.
- **Allocated work** between group members to **efficiently reach the target within time allotted**.

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.
- Conducted meetings with teachers and faculty to **gather** and **compile requirements**.
- Wrote **use cases** and performed **UAT (User Acceptance Testing)**.

Full Stack Engineer & 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 performing **normalization**.
- Create **responsive webpages** to **react responsively** to change in screen size or resolution.
- Wrote webpages for a website hosted on **Joomla CMS (Content Management System)** using **JavaScript**, **HTML5**, **CSS**, and **PHP**.
- Used the **MEAN stack** i.e. **Mongo**, **Express**, **AngularJS** and **Node.js** to create a **RESTful API** to connect with CoinKite as a proof of concept to create a **Bit Coin** wallet.

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

- Developed games for the **iOS** and **Android** platforms.
- Implemented **prototypes** for deigns churned out by the design team to verify concepts.
- 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)**.
- Worked with QA, to **design test cases** to verify code, and mechanics.
- Performed **regression testing** to check **efficiency of algorithms** when they were changed to resolve **semantic issues** brought up by QA.
- Active participant in **scrums** and contributed retroactively during **sprint retrospectives** to fine tune processes.

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

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- Contributed to in-house **software development**, to **ease and automate processes**, using **Visual Basic**.
- **Technical support** for **audio** and **video conversion** using in-house software.

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.
- 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.

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- 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)