

# Andre Rogers

---

andrerogers21@gmail.com

Chicago, Illinois

+1 630-974-8533

## **OBJECTIVE:**

Interested in a Game or Engine Programmer position to further my professional growth, knowledge, and skill in collaboration within a company, while striving to bring creative projects to completion.

## **TECHNICAL SKILLS:**

### ***Languages:***

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

### ***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

### ***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)*

**PG Diploma Interactive Entertainment Technology**

Project work touched base on 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 implementing a research paper.
- Real time physics: Wrote applications to implement physically based phenomenon 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 is 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 touched base on 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 platform.
- Programmed various gameplay mechanics within the Unity Engine.
- Worked under a senior level programmer to build a 3D model, rendering application.
- Throughout period 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 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, where HTML, JavaScript, PHP, CSS, and Flash were used. (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 taluk 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.