AUSTIN ROVGE

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EDUCATION

Milwaukee School of Engineering — Expected Graduation May 2021
B.S. Software Engineering — Milwaukee, WI
Minor in Mathematics — Relevant Coursework:
GPA: 3.4 — Network Protocols, Data Structures,
Major GPA: 3.8 — Software Engineering Tools and Practices

SKILLS

- Programming: C, C#, C++, HTML/CSS, Java, Node.js, SQL, NGINX, Python, ReactJS, Webpack
- Development Tools: Bash, Docker, Git, JetBrains IDEs, NPM, UML Design, Trello

EXPERIENCE

Software Development Intern — September 2018 – Present
Wickidcool Software — Sussex, WI

- Utilized Git to remotely collaborate with other developers to minimize merge conflicts and implement features simultaneously, improving productivity and reduced development timeline.

Eventezze – Event Management Project

- Collaborated in development for the front-end using ReactJS and Redux to handle data received from the Node.js back-end of the application, populating it with data from other event services.
- Created and altered database tables to store data for events obtained from various other event management sites APIs, allowing for the publishing of an event to multiple services instantly.

Web Services Student Worker — March 2018 – November 2018
MSOE Information Technology — Milwaukee, WI

- Facilitated content change requests for the primary university site to improve visitor count and functionality.
- Collaborated with other IT teams to investigate existing tickets, resolving issues for college staff.
- Revised CSS for the MSOE Blackboard website, improving the layout and responsiveness for mobile users.

Application Development Lead — September 2015 – August 2017
Hamilton High School Charger Robotics — Sussex, WI

- Trained new members to have basic web client-server understanding, allowing them to independently contribute to the project with newly gained skills and comprehension.
- Designed a new architecture for the application with industry mentors to improve its performance and maintainability for the future members of the department.

PROJECTS

Google GTFS Static Bus Tracker — September 2018 – November 2018
Software Engineering Tools and Practices Class Project — Milwaukee, WI

- Created extensive UML diagrams for concisely representing class relationships for the application design, reducing the development time amongst the student team.
- Assisted in development for a JavaFX application to import static GTFS files, using an Observer design pattern for pushing changes made to the parsed data from the subject to the observing objects.