AUSTIN ROVGE

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EDUCATION

Milwaukee School of Engineering — Expected Graduation May 2021
B.S. Software Engineering — Milwaukee, WI
Minor in Mathematics and User Experience — GPA: 3.5 / Major GPA: 3.8

SKILLS

- Languages: Bash, C, C#, CSS, HTML, Java, MySQL, Node, Python, React, Redux, Ruby, TypeScript
- Tools & Practices: AWS, Docker, DynamoDB, Elasticsearch, Git, GitLab CI, Jira, NPM, Scrum, Terraform

EXPERIENCE

Software Engineer Intern — June 2019 – Present
Direct Supply — Milwaukee, WI

- Worked with the Supply Chain team to determine requirements and metric thresholds for displaying data to the service providers based on their performance for previously completed work items.
- Utilized AWS Elasticsearch to improve filtering for assets by properties and to quickly return large lists of matching data to the primary asset web service, lowering asset search response times for the end user.
- Assisted in translating UI mockups created by the development, sourcing, and UX teams to their final front-end versions using randomly generated placeholder data.

Software Engineer Intern — September 2018 – May 2019
Wickidcool Software — Milwaukee, WI

- Remotely collaborated with other developers using Git to minimize merge conflicts and implement features simultaneously, improving productivity and reduced development timeline.
- 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 site APIs, allowing for the publishing of an event to multiple services instantly.

PROJECTS

Fluoroscopy Simulator – MSOE SDL, Medical College of Wisconsin — September 2019 – Present

- Created UI mockups detailing the user workflow and consulted with UX professors and application users to iterate on the design prior to starting development work on the application.
- Architected the full-stack web application solution based on requirement gathering sessions with the product owner and other stakeholders, improving on the original POC developed prior to our team's involvement.
- Researched image analysis techniques using OpenCV, documenting the process in Jupyter notebooks. Viable options were produced to calculate the distance between two points in 3D space and returning the image to the client as a static image.

At The Control – FIRST Robotics Streaming Site — September 2015 – August 2017

- Created and altered database tables to store data obtained from the FRC Events API to minimize the update requests made and allow users to see real-time event updates for live matches.
- 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 application architecture with industry mentors to improve performance and maintainability.