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: 3.5 — Network Protocols, Data Structures,
Major GPA: 3.8 — Software Engineering Tools and Practices

SKILLS

- Programming: C++, HTML/CSS, Java, Node.js, MySQL, NGINX, Python, ReactJS, Webpack
- Development Tools: Bash, Git, Node Package Manager (NPM), OOD, UML Diagrams, Trello, Yarn

EXPERIENCE

Wickidcool Software — September 2017 - Present
Web Developer — Sussex, WI

- Utilized version control for collaborating with other developers, allowing for a swift development cycle.

Eventezze – Event Management Project

- Collaborated in development for the front-end using ReactJS and NodeJS for the back-end of the application, allowing for the application to exchange data using HTTP requests.
- Created and altered database tables and connections with various other event sites using their APIs, allowing for publishing of an event to multiple services.

MSOE Information Technology — March 2018 - Present
Web Services Student Worker — Milwaukee, WI

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

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

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

- Created extensive UML diagrams for clearly representing class relationships for the application design, to optimize the implementation of the program amongst the student development team.
- Assisted development for a JavaFX application to import static GTFS files, using Observer design pattern for pushing changes made to the parsed data from the subject to the observing objects.