

Devin W. Rogers

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Experience

C++

Python

HTML/CSS

ARM Assembly

SQLite

Ruby

Skills

Quick Learner

Good Work Ethic

Critical Thinking

Precise Communication

Education & Experience

May 2022 -
Aug. 2022

General Dynamics Mission Systems

Remote

Internship: DevSecOps Engineer

Utilized CI/CD pipelines to deploy containers to Kubernetes. Created a website using HTML, Jekyll, and CSS that hosted our containers' documentation.

May 2024

Carthage College

Kenosha, WI

Data Structures and Algorithms

Learned about different data structures and built some from scratch, including vectors, (doubly) linked lists, stacks, queues, and tries. Used these data structures to solve problems and learned when to use each one effectively.

Computer Organization

Studying the lower levels of computers. Machine and assembly languages, memory, addressing techniques, interrupts, input-output processing, and registers/RAM are also focal points.

Software Design and Development

Examining the software development process by analyzing the different stages. Learning about requirements, design, construction, quality testing, release/maintenance. Learning the differences between Waterfall and Agile.

Computing Paradigms

Created multiple projects in different types of languages, such as C++, Ruby, Elixir, and Clojure. Learned about imperative, functional, and distributed paradigms.

Database Design and Management

Learning how to design an efficient database, how to query said database, and how to communicate effectively with the customer to ensure the database we build is what they wanted. Using SQLite in this class.

Web Development

Learned how to build a website from scratch using Javascript, HTML, and some Handlebars. Built basic websites with some interactivity.

Principles of Computer Science I

Covered the basic concepts of programming using C++. Made programs executing linear and binary searches, converting "x" seconds into days/hours/minutes, etc.

Principles of Computer Science II

Focused on problem solving using C++ and utilizing classes and functions. Made complicated programs, such as a poker evaluating system. Would deal "x" hands of cards, evaluate what kind of hand it was, then save it and display the percentages after "x" hands were dealt.