

Jacob Rogers

(603) 686-3109, rogersair2@outlook.com

[linkedin.com/in/jacob-rogers-3b8332151](https://www.linkedin.com/in/jacob-rogers-3b8332151), https://jacobrogers603.github.io/jacob_rogers_portfolio

Software Engineer with a robust skill set in both web development technologies and immersive training simulations. Proven track record of quality project contributions resulting in a promotion to sub-lead, where I gained invaluable leadership experience and refined my skills in direct customer engagement. Adept at turning challenges into opportunities, with success in cross-team collaboration and problem-solving, both in on-site and remote settings.

SKILLS

Languages: JavaScript, C#, Python, HTML, CSS, JSON
Software: Git, Unity, Visual Studio, TFVC, VS Code, Azure Dev-Ops
Additional: ECS, Data structures, algorithms, Agile

EXPERIENCE

SOFTWARE ENGINEER / Sub-Lead

Proactive Technologies Inc.

August 2022-February 2024

- **Unity & C# Development:** Played an integral role in the development of military training simulations using Unity and C# on the Electronic Technician Radar Trainer and Advanced Arresting Gear Trainer.
 - o Designed and implemented numerous C# classes that act as components or systems for the entities in the simulation.
- **Rapid Task Completion:** Spearheaded a team assigned with implementing a third of the simulation, achieving in just one month what was originally slated for a four-month timeline.
- **Customer Interactions:** Led in-person demonstrations, garnering positive feedback, and fostering a strong relationship with a principal client, the US Navy.
- **ECS Pattern and Tool Expertise:** Employed the Entity Component System (ECS) pattern during development. Utilized tools like Visual Studio and Team Foundation Version Control (TFVC).
- **Systems Engineering:** Stepped into the role of a systems engineer when needed for faster progress.
 - o Refined system requirements to ensure realism and accuracy.
 - o Translated these requirements into functional components in the simulation in config files.

EDUCATION

B.S. IN COMPUTER SCIENCE

University of Central Florida

Graduated December 2021

- Accumulated GPA: 3.5
- Relevant Coursework: AI, Bioinformatics, Security in Computing, CS I & II, Object Oriented Programming, Computer Graphics.

RELEVANT PROJECTS

Sporsight

- Partnered with a team of five to design an app to improve a golfer's swing via recording themselves, then receiving prescriptive feedback from an AI coach.

Web Development Portfolio

- A portfolio of various web development projects I have made linked at the top of the page.

REFERENCES: *Available upon request.*