ROB ROSE
SOFTWARE ENGINEER

CONTACT

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PERSONAL PROFILE

Graduate of Computer Science from Indiana University–Purdue University Indianapolis. Dedicated to providing a proven knowledge of effective development skills while maintaining a strong, adaptable work ethic to any development team in your company.

AREAS OF EXPERTISE

- Strong in Java, Python, C++, JavaScript, C#, C
- Working knowledge of Go, and React
- Unity, Unreal Engine, Blender
- Practical Experience in Data Modeling, Database Design
- RESTful Web API Experience
- Git, Intellij, Pycharm, WinSCP, Eclipse, Visual Studio

OTHER SKILLS

- Ability to analyze, design and implement database structures
- Ability to handle high-stress environments
- Excellent Interpersonal Skills
- Experience in Leadership Roles

PROJECT EXPERIENCE

AI.PY – PYTHON MACHINE LEARNING IN GAME DEVELOPMENT
(2021)
- Python
- Fully developed video game using numpy and pygame libraries
- Implements machine learning to demonstrate "Smart" A.I
- Utilizes neural networks and genetic algorithms.

PRISM RHYTHM – VIDEO GAME ON CUSTOM ENGINE
(2020)
- Java
- Custom built engine utilizing javax swing libraries
- Demonstrates multi-threaded programming for max performance
- Implements software design patterns (Abstract Factory, Command, etc..)

GXP – LEAGUE OF LEGENDS DATA ANALYZER
(2021)
- Python
- Connected to numerous API endpoints to gather data
- Utilizes matplotlib and numpy to analyze large datasets.
- Displays detailed reports to user through TKinter GUI.

EDUCATION HISTORY

INDIANA UNIVERSITY – PURDUE UNIVERSITY INDIANAPOLIS

Bachelor of Computer Science, 2021

Extracurriculars:
- Member, Computer Science Club
- Member, Game Developers Group
- Competitive Coordinator, IUPUI Esports Club

Notable Coursework:
- Principles of Software Design with Dr. James Hill (2019)
- Database Design with Prof. John Gersting (2020)