Stephen Rogers

Software Engineer

(901) 383-3007
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SKILLS

Languages - C#, C/C++, Java, JavaScript, Python, HTML, CSS

Tools - Unity3D, Blender, Splunk, Android Studio, Google Cloud Platform, Git/GitHub, JIRA

Frameworks - Oculus SDK, SteamVR SDK, VRTK, AR Foundation (ARKit/ARCore), p5.js, Node.js

Platforms - Android, Web, Oculus Quest, SteamVR, WebXR

EXPERIENCE

4th Wall Breakers, (Memphis, TN)- *Software Developer*

November 2018 - PRESENT

- Designed, developed, and documented multiple full scale Augmented & Virtual Reality experiences
- Worked on rapid prototyping for emerging technologies (ex: VR/AR, Hand-Tracking, Computer Vision, Machine Learning)
- Consulted/Contracted various VR games/ prototypes for multiple clients

UMRF Ventures, (Memphis, TN)- *Lead Systems Analyst*

June 2019 - June 2020

- Developed and documented server log parsers for FedEx integration to GCP
- Worked with small cross functional teams to analyze and monitor big data using Splunk
- Manage & lead team members through day to day tasks

Code Crew, (Memphis, TN)- *Computer Science Instructor*

September 2017 - July 2019

- Instructed K-12 students on Computer Science principles and how to develop software
- Developed and Maintained curriculum for various classes.
- Taught various topics such as: Game Dev, Web design, Mobile Dev.

EDUCATION

University of Memphis, Memphis,TN- *Bachelors of Arts & Sciences*

August 2015 - May 2020

Majored in Computer Science

Dean's Scholar