

Roger Rosa

Senior Associate Systems Developer

Diligent software developer and passionate game developer with an adaptable mindset to deliver results that meet any clients' needs. As a professional programmer, pioneered the use of several technologies new to the company such as Git, MongoDB, and AngularJS to create a web application to allow quick and easy access to modify and create calculation data used by actuaries. Looking to use my skills to collaborate on developing efficient and change friendly solutions for both external and internal needs.

Experience

2015-06 - present	Senior Associate Systems Developer <i>Prudential</i> <ul style="list-style-type: none">Utilized Java Spring framework to create API that a web application calls to retrieve and send information to a Mongo Database and an Oracle DatabaseCollaborated with other developers to create new java calculations that are easily plug-able and inter-changeable by users via an oracle table front end maintained by them.Fixed bug issues tracked on share point for our web application that included both java code changes and AngularJS fixes.Completely automated work ticket creation by creating WSO2 proxies to authenticate and transform incoming requests/responses using XSLT.Responsible for interviewing several college students on site and on campus for internship positions in our team.
2012-06 - 2012-08	Programming Intern <i>Slingo</i> <ul style="list-style-type: none">Worked with pre-existing code and implemented a feature to their game "5 Card Slingo"Participated in several, agile style, meetings the development team had concerning progress of their current projectsCollaborated with the lead and junior programmers on learning ActionScript3 and basic office routines concerning source control software, agile development, and programming methodologies

Projects

2017 - present	Roaming Mists <p>Sole programmer for 2D computer game developed in Unity3D using C# with the help of an artist. The game features a flexible dialogue system that allows artist to integrate his own story text via XML files. Made use of Unity UI system to allow UI elements to scale evenly and support multiple resolutions</p>
2015 - 2015	C++ 2D Platformer <p>Computer game coded in C++. Entire engine created from scratch including physics, collisions, and component based objects for more flexibility as the code base grows.</p>

Education

2013-09 - 2016-05	New Jersey Institute of Technology, Computer Science, B.S. <p>Undergraduate Coursework: Operating Systems; Databases; Linux; Comp. Architecture; Physics I/II; Linear Algebra; Calculus 1/2/3; Algorithms</p>
2010-09 - 2013-05	Bloomfield College, Game Programming, B.A <p>President of Game development club</p> <p>Undergraduate Coursework: Data Structures; Programming Languages; Java</p> <p>Programming I/II</p>

Personal Info

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Technical Skills

Languages Java C# C++ Python PHP
Back-end SQL MongoDB AJAX Oracle Spring
Front-end AngularJS React Typescript Javascript
DevOps Git JUnit Jenkins

Tools and Methodologies

Unity3D
Agile Development
Test-Driven Development
Eclipse
Visual Studio
SQLDeveloper

Soft Skills

Excellent Communicator
Leadership Experience
Adaptable
Collaboration

Interests

Playing Bass, Biking, Rollerblading, Gaming
