
Stephen Rogers

Software Engineer

stephenrogers.dev

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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 (Contract)*

November 2018 - PRESENT

- Lead developer for Hands On Deck, a VR & PC app for playing, creating & sharing board games with friends online.
- Created and published PartyLine VR, a collection of asymmetric party games made for VR vs. 8+ people on smart-phones/tablets/computers
- 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
- Managed & led 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