

Casen Rogers

Portfolio: <https://casenrogers.wixsite.com/casenrogers>

E-Mail: rogerscasen@gmail.com

Phone: (804) 731-8885



KEY SKILLS:

Technical Skills:

- Unity 3D
- Microsoft Visual Studios
- C#, JavaScript, PHP, & SQL
- Perforce, Github, & Tortoise Git
- Microsoft Office
- Google Online Suite

Soft Skills:

- Integrity
- Creative
- Self-Directing
- Analytical/Reasoning
- Determined Problem Solver
- Willing to Learn

BACKGROUND:

After completing my degree from Full Sail, I got an internship at VARtech. This internship led to a full position and transitioned me from a gaming focus to contract work, developing software to meet client needs. There I learned skills working with VR (Virtual Reality) and AR (Augmented Reality) software, SQL (Structured Query Language) databases, web interactions, and more.

After a while, I needed more work than VARtech was able to provide and I found a position at SAIC doing similar work. There, I continue to grow- developing AR/VR simulations; assisting with the ITE (Immersive Training Environment); building a 3D simulation which tests user knowledge of a specific role, called APEX (Assigned Position EXercise); and designing and developing the AR HUD (Heads-Up Display) software for the IoBT (Internet of Battlefield Things) Squire project.

WORK HISTORY:

Unity Programmer

SAIC

April 2020 - Present

- Developed the Unity side of APEX, which works with web content to test user knowledge in a 3D simulation, while recording their scores for class instructors.
- Coded interaction systems with a 3D environment, objects, and with NPCs (non-player characters).
- Designed and programmed simple AI (artificial intelligence) to control characters in 3D environments.
- Performed code reviews to remove any bug-filled or extraneous code.
- Assisted in solving UX (user experience) issues with the IoBT AR HUD by designing and developing hand and eye interactions as inputs, instead of just voice commands.
- Collaborated with other developers to revise and improve current systems.
- Iterated on existing products based on feedback from clients.

Unity Developer

VARtech

March 2018 - October 2019

- Developed and coded several small-scale projects from virtual reality simulations, to augmented reality software, to mobile applications.
- Responsible for full stack development of projects, developing the front and back-end systems.
- Rigorously tested projects to ensure full functionality.

EDUCATION:

Degree: Bachelor of Science in Game Design

College: Full Sail University

Date Degree Received: October 2017

Overall GPA: 3.78