Travis Peach

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Education

BS Computer Engineering *Graduated: December 2024*

San Jose State University | College of Engineering

- **Organizations:** Software and Computer Engineering Society
- **Relevant Coursework**: Data Structures and Algorithms, Software Engineering I & II, Operating Systems, Computer Networks, Compiler Design, Internet of Things, Autonomous Mobile Robotics

Experience

MacBlowouts Inc., Senior *Technician* *San Jose, CA | June 2018 - January 2025*

- Led and managed repair projects involving Apple devices, ensuring timely completion and high-quality results.
- Assisted customers with troubleshooting hardware and software issues, providing clear guidance and technical support.
- Improved workflow efficiency by documenting recurring issues and proposing streamlined solutions.

Projects

Quack Messaging App (Software Engineering II)

- Developed a customizable messaging app using Node.js MongoDB, Python, JavaScript, HTML, and CSS.
- Designed the app interface with Figma, ensuring a seamless and user-friendly experience.
- Created a RESTful API using Node.js to handle user authentication and real-time messaging features.
- Configured the backend database with MongoDB, optimizing query performance and ensuring data consistency.
- Deployed the app on Railway for live testing and team collaboration.

Food Delivery Robot (Senior Design Project)

- Designed the software stack for an autonomous delivery robot, focusing on sensor integration and navigation.
- Used Python for data processing from LiDAR and a Raspberry Pi Camera, implementing object detection and pathfinding.

Air Quality Sensing Hub (IoT Class Project)

- Created a web application using React and Firebase to visualize real-time sensor data from an IoT hub.
- Developed backend services in Python to process and store air quality metrics efficiently.

Pathfinding Visualization (Data Structures and Algorithms)

- Coded and visualized pathfinding algorithms (Dijkstra, A*, BFS) in Python, comparing their performance.
- Built an interactive GUI to simulate various scenarios and measure efficiency across different grid layouts.

Skills

Languages: Python (3 years), C/C++ (2 years), JavaScript (2 years), SQL (1 year)
Frameworks & Libraries: Node.js (1.5 years), React (1 year), Flask (1 year)
Databases: MongoDB (1 year), Firebase (1 year)
Tools: Git/GitHub (4 years), Linux (2 years), Docker (1 year), Figma (1 year)
Other: Agile Development (2 years), RESTful API Design (1 year), Full-Stack Development (2 years)

Achievements & Interests

- Published and managed over 20 mods on the Steam Workshop, with a top mod reaching 2.3M subscribers.
- Enthusiastic about open-source projects and actively contribute to community-driven initiatives.
- Personal interest in AI applications and game development.