**Travis Scott**

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**R3B 0M2**

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CV

## EDUCATION

**UNIVERSITY OF WINNIPEG APPLIED COMPUTER SCIENCE – BACHELOR OF SCIENCE HONOURS**

* 4.0 GPA in Major
* Deans Honor List - With Highest Distinction. (*2012 and 2013*)
* Student Success Grant (*2012 and 2013*)

## ONLINE EDUCATION

UDACITY

* Completed Intro to Programming (Python)
* Completed Web Programming (Python)
* Completed Intro To Artificial Intelligence
* Completed HTML 5 Game Programming
* Currently Working on Software Testing
* Currently Working on Software Debugging
* Currently Working on Web Programming

TREEHOUSE

* Completed HTML Deep Dive
* Completed CSS Deep Dive
* Completed JavaScript Deep Dive
* Completed Console Deep Dive
* Completed Git Deep Dive
* Completed Responsive Web Programming Project
* Completed Interactive Website Programming Project
* Completed Intro Web Project
* Working on Ruby on Rails Deep Dive

COURSERA

* Completed Building Your Own Startup Course

## EXPERIENCE

**WEB DEVELOPER – CONCLOUD – CONCORD**

*Sept 6, 2013 – April 1, 2014*

As a fourth year thesis, a team of 5 of us are building a cloud based app for a local construction Company by the name of Concord. We have dubbed the system Concloud, and it will be able to move data through the cloud to different users who have varying rights and privileges. I am the lead programmer on the project, and the majority of the software is being developed and designed by myself and the project manager.

**WEB DEVELOPER - UNIVERSITY OF WINNIPEG, APPLIED COMPUTER SCIENCE DEPT.**

*March 4, 2013 – September 1, 2013*

I was one of 2 students were hired to develop and maintain a new Web Application for the University of Winnipeg Applied Computer Science department for students to go to for news and information about the department. This Web Application needed to be a CMS so that others with virtually no programming experience could easily add articles and data. Web Application was created in Drupal, used on SQLServer. The project was completed and is still pending final approval.

**DATABASE DEVELOPER - ABORIGINAL AFFAIRS AND NORTHERN DEVELOPMENT CANADA**

*July 1, 2012 - December 31, 2012 / May 1, 2013 – August 31, 2013*

Created a Database to keep track of current inventory levels of all office equipment, and a user interface to scan the item bar-code to quickly adjust the levels of all the items and also performed a great deal of Office work in sorting, filing, and general work that included setting up video conferences with other departments around Canada. Built most sections from scratch. I had my contract extended 4 times, including for this whole year, but had to decline due to finishing my fourth year thesis.

**TEACHERS ASSISTANT/ LAB INSTRUCTOR - UNIVERSITY OF WINNIPEG, APPLIED COMPUTER SCIENCE DEPT.**

*June 01, 2012 - Present*

Marked and tutored over 10 different Applied Computer Science classes for the University of Winnipeg, for 6 different professors. Lab times would be 1 - 2 hours each, with me walking around helping students solve bugs and issues, or many times teaching students, and then logging hours at home to mark all of their work.

**TUTORING COORDINATOR - UNIVERSITY OF WINNIPEG, APPLIED COMPUTER SCIENCE DEPT.**

*September 1, 2012 - Present*

Coordinated Tutoring sessions with up to 6 tutors, helping first and second year students over the steep learning curve of Computer Science. I was Lead Tutor with one other student.

**LINE COOK - PIZZA HUT**

*June 6, 2009 - August 31, 2012*

Cooked food for orders for customers based upon the order that came in.

**TRAINER - TIM HORTONS**

*July 5th, 2006 - June 1, 2009*

Fulfilled all positions at Tim Horton's: Baker, Store-Front, Soup and Sandwich, Truck, and trained new employees.

## VIDEO GAME DEVELOPMENT

**ARCHIE – RPG MAKER – TEAM LEADER – LEAD DEVELOPER - PROGRAMMER**

*February 2011 to August 2011*

A top down 2D puzzle game with a lot of humor, Archie was designed to be played by kids and revolved around our hero Archie, a friendly nerdy character who wears a tie, traveling a world solving puzzles and helping others.

**NEUTROPIA – PROGRAMMER – DEVELOPER - UNITY GAME ENGINE**

*December 2012*

A simple video game prototype by two of us, where a user places 3D houses in a village, and can walk around the completed world and enjoy his own creation. This game was used to show the fundamentals of objects to first year programming students.

**VARIOUS PERSONAL PROTOTYPES – UNITY, RPG MAKER, GAME MAKER, HTML 5 & JAVASCRIPT, & OTHERS**

September 2010 – present

Prototypes including a 3D first person puzzle, a boat sailing adventure, a space invaders clone, a top down RPG, a 2D sidescroller, a basic RTS, a basic tower defense game, and much more.

## VOLUNTEER WORK

**UNIVERSITY OF WINNIPEG - APPLIED COMPUTER SCIENCE STUDENTS ASSOCIATION (A.C.S.A)**

* Co-President: *December 1, 2011 – Present*
* Tutor: *December 14, 2011- Present*
* Writer for A.C.S.A. Newsletter: *December 2011 - April 2012*
* UWACSA Code Jam Lead Coordinator and Co-Creator – *January 2014 - Present*

**UNIVERSITY OF WINNIPEG - APPLIED COMPUTER SCIENCE DEPARTMENT**

* Open House Rep. - *September 2012, February 2012, 2013, present*
* U of W Science Rendezvous - *June 2012, June 2013, present*
* Competed in the ITM Programming Competition – *November 2012*

**SOFTWARE DEVELOPER - DR. CHRISTOPER HENRY**

*November 22, 2011 - June 1, 2012*

Developed software to allow students to take tests on computer instead of taking them on paper. This included designing and developing security software, testing software, and test creation software with two other students. Developed while still completing first year.

**STRIDE**

*January 2013 – April 2013*

A Web Application, created in Java using JSP backed with MySQL, for ACS students to ask questions and be rewarded for helping answer other student’s questions. Also dynamically will find nearby jobs to your location and list them for you to apply to. I was in charge of Creating and connecting the database to the application using Java Beans and MySQL, as well as all things to do with the programming of the Job Search through the parsing of various RSS Feeds and using Google Map API. Found at [www.stridelearning.ca](http://www.stridelearning.ca)

**ROBOTICS LASERS PROJECT**

*May 2013 – Present*

Currently constructing a system with one other programmer and a physicist using lasers and an assortment of Micro-Controllers and Micro-Processors such as the Raspberry Pi, Arduino UNO, and later the UDOO . These together will achieve a tagging system using Infrared Lasers partnered with both Infrared Diodes and Wi-Fi, immediate dynamic updating on a Meteor Server, using a bridging DDP between the Meteor Server and local clients running Python Scripts. I am in charge of the hardware interactions, as well as the Python Scripts.

**BitShop**

*June 2013 – Present*

As a pet project, currently constructing an online Web Application with 1 other programmer that uses Meteor servers partnered with Bootstrap 3 to achieve an e-commerce experience where all users and shopkeeper can interact immediately and simply, through a process called WindowShopping through the use of BitCoins. I am in charge of managing the data using Meteor and MongoDB.

**StackPact**

*January 26, 2014 – Present*

Creating a web app that allows users to buy and sell jobs over the web through the use of bit coins. This site is being built in an agile method, so parts are being slowly constructed. Built using Meteor and MongoDB

**Portfolio**

*February 20 2014 – Present*

Created a web app in Meteor and MongoDB to showcase creations on a great looking User Interface.

LEADERSHIP

**UNIVERSITY OF WINNIPEG - APPLIED COMPUTER SCIENCE STUDENTS ASSOCIATION (A.C.S.A)**

* Co-President: *September 1, 2012 – Present*
* Co-Head of Game Group (Making games by students) *September 1, 2012 – Present*
* Lead Programmer on 4th Year Thesis Project Team of 5

**REFERENCES AVAILABLE UPON REQUEST**