

# LOGAN TRAVIS

[lgntravis@gmail.com](mailto:lgntravis@gmail.com) | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

## EDUCATION

### University of Alberta

Bachelor of Science in Computer Science

Edmonton, Alberta

September 2020 - December 2025

## EXPERIENCE

### Jobber

Software Engineering Intern

May 2025 – Present

Edmonton, AB

- Used Ruby, TypeScript and GraphQL to do things
- Used Ruby, TypeScript and GraphQL to do things
- Used Ruby, TypeScript and GraphQL to do things
- Used Ruby, TypeScript and GraphQL to do things

### Activision

Software Developer Intern

May 2024 – May 2025

Vancouver, BC

- Developed core UI components for **Call of Duty: Black Ops 6** using **React/JavaScript** based on **Figma** mockups provided by the design team, serving millions of users.
- Designed and implemented a discord integration using **Java** with **Discord4J** to provide player stats on-demand.
- Optimized page rendering performance through memoization and CDN caching of player assets.
- Wrote unit tests and snapshot tests for UI components using **Jest**, ensuring reliability and quality.

### Freelance

Full-Stack Developer

May 2023 – May 2024

Remote

- Designed and built a full-stack e-commerce platform for an **8,000+ player community** using **SvelteKit** (frontend), **Go** (backend), and **PostgreSQL** (database). [View Project](#)
- Integrated **Stripe** for secure payment processing and **Discord OAuth** for seamless user authentication.
- Designed a virtual currency system and shop interface with real-time purchase notifications and delivery tracking.
- Delivered a responsive mobile-friendly UI with **Tailwind CSS**, ensuring a smooth user experience across devices.

## PROJECTS

### Gazprea Compiler | C++, LLVM, MLIR, ANTLR4 | Specs

- Developed a compiler for a general-purpose language, generating **LLVM IR** using **MLIR** and supporting features like function calls, loops, conditionals, and 2D arrays.
- Implemented a lexer and parser using **ANTLR4**, generating a custom heterogeneous **Abstract Syntax Tree (AST)**.
- Wrote **unit tests** for every feature, ensuring comprehensive coverage and reliability, testing against a competitive suite of **600+ test cases**, ensuring quality and correctness.
- Configured **CI/CD** pipelines using GitHub Actions to automate compilation and testing workflows.

### Rust Poker Game | Rust, PostgreSQL

- Developed a multiplayer poker game in **Rust** that can be played with both cli, or networked connection to clients.
- Supports multiple game modes, including Texas Hold'em, 5 card draw, and other gamemodes.
- Implemented **PostgreSQL** database to store user data and game history.
- Utilized **Rocket** for the backend server allowing asynchronous connections to run multiple games at once.

## TECHNICAL SKILLS

**Languages:** Golang, Python, C, C++, JavaScript, TypeScript, Rust, Java, HTML/CSS, SQL, RISC-V/ARM/X86

**Frameworks/Libraries:** SvelteKit, React, React Native, Next.js, Tailwind, HTMX, Flutter, ANTLR4, NPM/Bun, Node.js

**Relevant Coursework:** Algorithms, AI & Machine Learning, Computer Architecture and Assembly, Database Management, Compiler Design, Reinforcement Learning, Operating Systems

**Tools:** Git, Docker, CI/CD, AWS, PostgreSQL, SQLite3, Firebase, Android Studio, UNIX/Linux