

# LOGAN TRAVIS

✉ [lgnttravis@gmail.com](mailto:lgnttravis@gmail.com) | [in LinkedIn](#) | [GitHub](#) | 📍 Alberta, Canada | 🇨🇦 Canadian Citizen

## EXPERIENCE

### Activision

May 2024 – May 2025

Software Developer Intern

Vancouver, BC

- Developed in game menu features for **Call of Duty: Black Ops 6** and **Modern Warfare III** using **React, CSS and HTML** optimized for the performance constraints and memory limits imposed by PS4 and Xbox Consoles.
- Solely responsible for the frontend development of the **Top 250 Leaderboards** and contributed to the development of the **Leaderboards, COD League Hub and Combat Record** for multiple **Call of Duty** games.
- Responded to critical alerts, deploying hotfixes to minimize player disruptions during the largest ever Call of Duty launch, with millions of players.
- Implemented **unit tests** and **snapshot tests** for the **Leaderboards** and **Top 250** features using **Jest**.
- Wrote a chrome extension to streamline pulling **i18n** data from an internal dictionary.

### Freelance

April 2023 – May 2024

Full-Stack Developer

Remote

- Developed an e-commerce site serving a **8,000+ player community** using Go and SvelteKit. | [Link](#)
- Created Discord bot applications for clients using DiscordGo and Discord.Py.

### Alberta Chambers of Commerce

October 2021 – May 2024

Chamber Platform Coordinator

Edmonton, AB

- Various onboarding/support tasks and developed automatic survey tools with **Golang** aggregating results from 65+ Chambers of Commerce across Alberta as part of a **Shop Local** grant funding campaign.
- Alternated between part-time and full-time for 3 years to continue work while attending School.

## PROJECTS

### Compiler | C++

- Developed a compiler with a team of 4 for a general purpose language, generating **LLVM IR** using **MLIR**.
- Features include function calls, binary operations, loops, conditionals, dynamic 2D arrays, structs, type definitions, I/O streams, and memory management.
- Implemented a lexer and parser using **ANTLR4** to generate a custom heterogeneous Abstract Syntax Tree (AST).
- Built an additional compiler to target **RISC-V, X-86** and **ARM** architectures for vector-array based calculations.
- Added a **unit test** for every single feature and implemented, and tested against a competitive suite of **600+** cases.

### Prize Bot V2 | Go | [Github Link](#)

- Developed a Discord bot in Go for community events; **active on 1000+ servers, tracking 440,000+ users**.
- Implemented ticketing system for prize management and utilized AWS RDS for data storage.
- Integrated Stripe API for a premium subscription with Discord benefits.

### Ark Guardian | Python

- Designed a service in Python for **tracking 160,000+ players across 1,450+ game servers** that enabled efficient server administration and player management.

### ScanPal | Java | [Demo](#)

- Java mobile app for managing events, developed using Android Studio with Firebase, developed in a team of 6.

## EDUCATION

### University of Alberta

Edmonton, Alberta

B.Sc. Computing Science with Specialization

September 2020 - December 2025

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

## TECHNICAL SKILLS

**Languages:** Go, Rust, Python, C, C++, RISC-V, Typescript, JavaScript, Java, Julia, MATLAB, Dart, HTML, CSS, SQL, R

**Frameworks/Libraries:** SvelteKit, React, React Native, NextJS, Tailwind, HTMX, Flutter, ANTLR4