

# LOGAN TRAVIS

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## 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

- Using **Ruby**, **TypeScript**, and **GraphQL** to build new features for the Jobber platform.
- Migrated features from a legacy **Rails** application to a new **SPA React** application.
- Researched and prototyped live **API** integrations for The Home Depot and other service providers.
- Used **Jest** and **RSpec** to create unit tests with at least 80% coverage on all PRs.

### 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

May 2023 – May 2024

Full-Stack Developer

Remote

- Developed an e-commerce platform for an **8,000+ player community** using **SvelteKit**, **Go**, and **PostgreSQL**. [LINK](#)
- 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.

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

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

### 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:** Compiler Design, Parallel & Distributed Systems, 2D Game Engine Design, Network Security, AI & Machine Learning, Computer Architecture and Assembly, Databases, Reinforcement Learning, Operating Systems.

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