# LOGAN TRAVIS

# lgntravis@gmail.com | LinkedIn | GitHub | GitLab

#### **EDUCATION**

University of Alberta

Edmonton, Alberta

B.Sc. Computing Science with Specialization

December 2025 (Expected)

EXPERIENCE

### **Software Developer Intern**

May 2024 - December 2024

Demonware

Vancouver, BC

• Developed frontend features for Call of Duty using React JS.

Full-Stack Developer

April 2023 - Present

Freelance

Remote

• Developed an e-commerce site serving a 6,000+ player community using Go and SvelteKit. | Link

- Created Discord bot applications for multiple clients using DiscordGo and Discord.Py.
- Built multiple Stripe integrations to make processing payments easier.
- Reworked client's existing code to improve performance and efficiency.

#### **Chamber Platform Coordinator**

October 2021 - Present

Alberta Chambers of Commerce

Remote

- Developed an automated survey aggregation tool in Go for collecting data on 65+ chambers.
- Onboarded members to the chamber platform, and worked with chambers to import their data and build their websites.
- Managed the ChamberMarket.ca, an e-commerce site promoting the Shop Local initiatives to thousands of businesses in Alberta.
- Managed vendor onboarding for Chamber Market and delivered platform-wide support.
- Authored technical documents and streamlined onboarding processes.
- Beta-tested new CRM features and provided feedback to developers.

#### **Projects**

Prize Bot V2 | Go, DiscordGo, Railway, GitLab, GORM, AWS, PostgreSQL, Docker | Github Link

April 2021

- Developed a Discord bot in Go for community events; deployed on 1000+ servers, tracking 440,000+ users.
- Implemented ticketing system for prize management and utilized AWS RDS for data storage.
- Optimized bot's performance and reduced deployment costs by 95% by transitioning from AWS to Railway.
- Developing a web dashboard using Sveltekit to manage administrative tasks on the bot.
- Integrated Stripe API for a premium subscription with Discord benefits.

#### Ark Guardian | Python, PostgreSQL, Railway

April 2023

- Designed a service in Python for tracking 160,000+ players across 1,450+ game servers.
- · Enabled efficient server administration and player management.
- Optimized codebase to enhance performance and resolve memory leaks.

## Schedubuddy | React, Netlify | Link

July 2023

- Assisted in frontend debugging and optimization to support migrating codebase from ReactJS to NextJS
- Contributed frontend modifications to allow students to share and import schedules
- Worked on prerendering to support opengraph thumbnail images of generated schedules for sharing.

#### **SafetyVision.AI** | *Python*, *JavaScript*, *React Native*

July 2023

- Small team machine learning startup focused on security and threat detection, still in the planning phase.
- Focused on delivering an app that can analyze camera footage to determine potential threats and warn people in danger.

# TECHNICAL SKILLS

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

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

**Technologies**: AWS, Docker, Vercel, Firebase, Railway, RStudio, Word/Excel