

# LOGAN TRAVIS

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## EXPERIENCE

<b>Demonware</b>	May 2024 – Present
<i>Software Developer Intern</i>	Vancouver, BC
<ul style="list-style-type: none"><li>Developed in game menu interfaces for <b>Call of Duty: Black Ops 6</b> and <b>Modern Warfare III</b> using <b>React, CSS and HTML</b> adhering to performance constraints and memory limits imposed by PS4 and Xbox Consoles.</li><li>Worked on design updates and frontend feature implementations for the <b>Leaderboards, Top 250, COD League Hub and Combat Record</b> for multiple <b>Call of Duty</b> games.</li><li>Monitored critical alerts to hotfix bugs and quickly restore services to minimize player disruptions.</li><li>Developed chrome extensions to automate pulling <b>i18n</b> data from an internal dictionary.</li></ul>	
<b>Freelance</b>	April 2023 – May 2024
<i>Full-Stack Developer</i>	Remote
<ul style="list-style-type: none"><li>Developed an e-commerce site serving a <b>6,000+ player community</b> using Go and SvelteKit.   <a href="#">Link</a></li><li>Created Discord bot applications for clients using DiscordGo and Discord.Py.</li></ul>	
<b>Alberta Chambers of Commerce</b>	October 2021 – May 2024
<i>Chamber Platform Coordinator</i>	Edmonton, AB
<ul style="list-style-type: none"><li>Various onboarding/support tasks and developed automatic survey tools with <b>Golang</b> aggregating results from 65+ Chambers of Commerce across Alberta as part of a <b>Shop Local</b> grant funding campaign.</li><li>Alternated between part-time and full-time for 3 years to continue work while attending School.</li></ul>	

## PROJECTS

<b>Compiler</b>   C++	
<ul style="list-style-type: none"><li>Developed a compiler with a team of 4 for a general purpose language which compiled into <b>LLVM IR</b> using <b>MLIR</b>.</li><li>Features include function calls, binary operators, loops, conditionals, dynamic 2D arrays, structs, type definitions, I/O streams, and memory management.</li><li>Implemented a lexer and parser using <b>ANTLR4</b> to generate a custom Abstract Syntax Tree.</li><li>Created an additional compiler to target <b>RISC-V, X-86</b> and <b>ARM</b> architectures for vector-array based calculations.</li></ul>	
<b>Prize Bot V2</b>   Go   <a href="#">Github Link</a>	
<ul style="list-style-type: none"><li>Developed a Discord bot in Go for community events; <b>active on 1000+ servers, tracking 440,000+ users</b>.</li><li>Implemented ticketing system for prize management and utilized AWS RDS for data storage.</li><li>Developing a web dashboard using Sveltekit to manage administrative tasks on the bot.</li><li>Integrated Stripe API for a premium subscription with Discord benefits.</li></ul>	
<b>Ark Guardian</b>   Python	
<ul style="list-style-type: none"><li>Designed a service in Python for <b>tracking 160,000+ players across 1,450+ game servers</b> that enabled efficient server administration and player management.</li></ul>	
<b>ScanPal</b>   Java   <a href="#">Demo</a>	
<ul style="list-style-type: none"><li>Java mobile app for managing events, developed using Android Studio with Firebase, developed in a team of 6.</li></ul>	

## EDUCATION

<b>University of Alberta</b>	Edmonton, Alberta
<i>B.Sc. Computing Science with Specialization</i>	September 2020 - December 2025
<ul style="list-style-type: none"><li><b>Relevant Coursework:</b> Algorithms, AI &amp; Machine Learning, Computer Architecture and Assembly, Database Management, Compiler Design, Reinforcement Learning, Operating Systems.</li></ul>	

## TECHNICAL SKILLS

**Languages:** Go, 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