

LOGAN TRAVIS

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EDUCATION

University of Alberta

B.Sc. Computing Science with Specialization

Edmonton, Alberta

September 2020 - April 2026

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

EXPERIENCE

Activision (Microsoft)

May 2024 – Present

Software Developer Intern

Vancouver, BC

- Developed web interfaces for **Call of Duty: Black Ops 6** and **Modern Warfare III** using **React**, adhering to performance constraints and memory limits across both PC and Console platforms.
- Worked on **Leaderboards, Top 250, COD League Hub and Combat Record** for multiple **Call of Duty** games.
- Refactored existing frontend code to improve performance, maintainability, and scalability.
- Monitored critical alerts to hotfix bugs and quickly restore services to minimize player disruption.
- Implemented seasonal content updates and localization changes.

Freelance

April 2023 – May 2024

Full-Stack Developer

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.

Alberta Chambers of Commerce

October 2021 – May 2024

Chamber Platform Coordinator

Edmonton, AB

- Various onboarding/support tasks and developed automatic survey aggregation tools with Go.

PROJECTS

Compiler | C++

- Developed a compiler with a team of 4 for a general purpose language which compiled into **LLVM IR** using **MLIR**.
- Features include function calls, binary operations, loops, conditionals, dynamic 2D arrays, structs, and memory management.
- Implemented a lexer and parser **ANTLR4** to generate a custom Abstract Syntax Tree.
- Created an additional compiler to target **RISC-V, X-86** and **ARM** architectures for vector based calculations.

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.
- 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

- Designed a service in Python for **tracking 160,000+ players across 1,450+ game servers** that enabled efficient server administration and player management
- Refactored codebase to improve performance and resolve memory leaks.

ScanPal | Java | [Demo](#)

- Java Application developed using Android Studio in a team of 6 for creating, browsing, and registering for events.
- Used Firebase to securely store images and user data records.

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