LOGAN TRAVIS

✈ lgntravis@gmail.com | 🔗 LinkedIn | ⓖ GitHub | 💼 Portfolio | 🍁 Canadian Citizen

EDUCATION

University of Alberta   Edmonton, Alberta
Bachelor of Science in Computer Science   *September 2020 - December 2025*

EXPERIENCE

Software Developer Intern   May 2024 – Present
Activision   *Vancouver, BC*

- Created in game menu features for **Call of Duty: Black Ops 6** and **Modern Warfare III** using **React, CSS and HTML**.
- Developed the frontend of the **Top 250 Leaderboards** in **React** and contributed to the development of the **Leaderboards, COD League Hub and Combat Record**.
- Optimized for the performance constraints and memory limits imposed by PS4 and Xbox Consoles by caching images on a CDN and writing performant code that is used by **millions** of players.
- Responded to critical alerts, deploying hotfixes to minimize disruptions during the **largest ever Call of Duty launch**
- Wrote a chrome extension to streamline pulling **i18n** data from an internal dictionary.
- Implemented **unit tests** and **snapshot tests** for feature updates using **Jest**.

Full-Stack Developer   May 2023 – May 2024
Freelance   *Remote*

- Designed and launched a full-stack freelance project using **SvelteKit** for the frontend and **Go** for the backend, featuring **Stripe integration** for payments, a virtual currency system, and a shop interface. Implemented **Discord Authentication** for secure user access, delivery management, and real-time purchase notifications.
- Built and deployed a scalable e-commerce platform serving an **8,000+ player community**, leveraging **SvelteKit**, **Go**, and **PostgreSQL** for seamless performance and user experience. Delivered a responsive and intuitive UI with **Tailwind CSS**. View Project

PROJECTS

Compiler | *C++, MLIR, ANTLR4* | Specs

- Developed a compiler with a team of 4 for a general purpose language, generating **LLVM IR** using **MLIR**.
- Features include function calls, binary operatons, loops, conditionals, 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.
- Configured **CI/CD** pipelines on GitHub Actions to automate compilation and testing workflows.

Vanquished Shop | *SvelteKit, JS, Go, Postgres, AuthJS, Tailwind* | Link

-
-

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 ticketing system for prize management and utilized AWS RDS for data storage.
- Integrated Stripe API for a premium subscription with Discord benefits.

ScanPal | *Java, Android Studio, Firebase* | Demo

- Full scale Android app for event management, developed using Android Studio with Firebase, developed in a team of 6, allowing attendance tracking, event creation, and real-time notifications.
- Configured **CI/CD** on GitHub Actions to enforce code quality and passing unit tests before merging.

Technical Skills

Languages: Golang, Python, C, C++, JavaScript, Typescript, Rust, Java, HTML/CSS, SQL, RISC-V/ARM/X86,
Frameworks/Libraries: SvelteKit, React, React Native, NextJS, Tailwind, HTMX, Flutter, ANTLR4, NPM/Bun, NodeJS
Relevant Coursework: Algorithms, AI & Machine Learning, Computer Architecture and Assembly, Database Management, Compiler Design, Reinforcement Learning, Operating Systems.
Tools: Git, Docker, CI/CD, AWS, PostgreSQL, Sqlite3, Firebase, Android Studio, UNIX/Linux