

LOGAN TRAVIS

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EDUCATION

University of Alberta

Bachelor of Science in Computer Science

Edmonton, Alberta

September 2020 - December 2025

EXPERIENCE

Jobber

May 2025 – Present

Software Engineer Intern

Edmonton, AB

- Building full-stack features in **Ruby on Rails**, **TypeScript**, and **GraphQL** for a platform serving 90k+ businesses.
- Migrated **React islands** in **Rails** views to a **React SPA**, improving maintainability and developer velocity.
- Optimized **Searchkick** reindexing for The Home Depot integration (4M+ products, 2,000+ stores).
- Researched indexing strategies via **Sidekiq** dropping reindexing time from over 6 hours to 45 minutes.
- Implemented cross-team refactors across quotes, scheduling, and other external domains, coordinating with stakeholders on technical approach within a large monolith.

Activision

May 2024 – May 2025

Software Developer Intern

Vancouver, BC

- Built **Call of Duty: Black Ops 6** leaderboard UI running in an in-game browser, a stripped-down **React** runtime on PS5/Xbox constrained by leftover game memory, requiring strict optimization to prevent crashes.
- Engineered performant components under hardware memory limits using memoization, lazy loading, and CDN caching of player assets to minimize runtime footprint.
- Designed and shipped a Discord bot using **Java/Discord4J** providing real-time player stats to the community.
- Maintained code quality with **Jest** unit and snapshot tests across all UI components.

Freelance

May 2023 – May 2024

Full-Stack Developer

Remote

- Built an e-commerce platform (shop.vanquished.gg) for **8,000+ users** using **SvelteKit**, **Go**, and **PostgreSQL**.
- Integrated **Stripe** payments and **Discord OAuth** for virtual currency system with real-time purchase tracking.

PROJECTS

Gazprea Compiler | C++, LLVM, MLIR, ANTLR4 | [Specs](#)

- Built a full compiler from scratch: lexer/parser (**ANTLR4**), and code generation targeting **LLVM IR** via **MLIR**.
- Implemented language features including functions, loops, conditionals, type inference, and 2D array operations.

Prize Bot | Go, PostgreSQL, AWS, Stripe | [GitHub](#)

- Built and scaled a **Go** Discord bot to **1,000+ servers** and **440,000+ users** handling events and prize distribution.
- Integrated **Stripe** for subscription billing and **PostgreSQL** for persistent data storage.

2D Game Engine | C++, OpenGL, SFML

- Built a 2D game engine in **C++** using **SFML** and **OpenGL** shaders, designed around ECS architecture.
- Implemented a physics engine for 2D collisions movement, gravity, and camera control with animated sprites.

Multiplayer Poker Engine | Rust, SvelteKit, PostgreSQL

- Engineered a networked multiplayer poker server in **Rust** with async game loops via **Rocket** with **mongodb**.
- Implemented multiple poker variants in a **SvelteKit** frontend with real-time websocket communication.

Rust Arduino Game | Rust, Arduino

- A 2D two player game in **Rust** using **Arduino** with a physical breadboard controller.
- Used **Bevy** ECS architecture for game logic frontend, communicating through websockets.

TECHNICAL SKILLS

Languages: Go, Rust, TypeScript, C/C++, Python, Java, JavaScript, Ruby, RISC-V/ARM/x86 Assembly, SQL,

Frameworks: React, Rails, SvelteKit, Next.js, Rocket, Tailwind, React Native, HTMX, Node.js, LLVM/MLIR

Relevant Coursework: Compiler Design, Parallel & Distributed Systems, 2D Game Engine Design, Network Security, Embedded & Robotic Systems, Computer Architecture, Databases, Reinforcement Learning, Operating Systems