

LOGAN TRAVIS

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EXPERIENCE

Demonware	May 2024 – May 2025
<i>Software Developer Intern</i>	Vancouver, BC
<ul style="list-style-type: none">Developed in game menu interfaces for Call of Duty: Black Ops 6 and Modern Warfare III using React, CSS and HTML adhering to performance constraints and memory limits imposed by PS4 and Xbox Consoles.Worked on design updates and frontend feature implementations for the Leaderboards, Top 250, COD League Hub and Combat Record for multiple Call of Duty games.Monitored critical alerts to hotfix bugs and quickly restore services to minimize player disruptions.Developed chrome extensions to automate pulling i18n data from an internal dictionary.	
Freelance	April 2023 – May 2024
<i>Full-Stack Developer</i>	Remote
<ul style="list-style-type: none">Developed an e-commerce site serving a 6,000+ player community using Go and SvelteKit. LinkCreated Discord bot applications for clients using DiscordGo and Discord.Py.	
Alberta Chambers of Commerce	October 2021 – May 2024
<i>Chamber Platform Coordinator</i>	Edmonton, AB
<ul style="list-style-type: none">Various onboarding/support tasks and developed automatic survey tools with Golang aggregating results from 65+ Chambers of Commerce across Alberta as part of a Shop Local grant funding campaign.Alternated between part-time and full-time for 3 years to continue work while attending School.	

PROJECTS

Compiler C++	
<ul style="list-style-type: none">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, type definitions, I/O streams, and memory management.Implemented a lexer and parser using ANTLR4 to generate a custom Abstract Syntax Tree.Created an additional compiler to target RISC-V, X-86 and ARM architectures for vector-array based calculations.	
Prize Bot V2 Go Github Link	
<ul style="list-style-type: none">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	
<ul style="list-style-type: none">Designed a service in Python for tracking 160,000+ players across 1,450+ game servers that enabled efficient server administration and player management.	
ScanPal Java Demo	
<ul style="list-style-type: none">Java mobile app for managing events, developed using Android Studio with Firebase, developed in a team of 6.	

EDUCATION

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

TECHNICAL SKILLS

Languages: Go, Rust, 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