

Logan Travis

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EDUCATION

University of Alberta

Computing Science

Edmonton, Alberta

Sept. 2020 – Present

EXPERIENCE

Chamber Platform Coordinator

Alberta Chambers of Commerce

Apr. 2022 – Present

Remote

- Implemented automated data collection with Python to generating reports into CSV files
- Provided technical support for ChamberMarket.ca to assist Users, Businesses and Chambers
- Used Alida to survey Chambers across the province and collect data on their preferred implementation of a new CRM system for chambers.
- Coordinated with the dev team to ensure that the new CRM system is implemented in a way that is beneficial to chambers.
- Coordinate with value-add partners such as Talinity, Harvard Media, Nine10 Marketing and others to gather feedback and help integrate with the site and explore potential benefits.

ACC Chamber Market Coordinator

Leduc, Nisku & Wetaskiwin Regional Chamber of Commerce

Oct. 2021 - Apr. 2022

Remote

- Used Go with UniDoc to sanitize and aggregate data from a Word template submitted by 60+ chambers into an excel file with combined statistics.
- Used Go with UniDoc to maintain reports on Vendor onboarding status on ChamberMarket.ca
- Provided technical support for ChamberMarket.ca to assist Users, Businesses and Chambers
- Created a manual for Vendors and Chambers on ChamberMarket.ca
- Supported the Leduc Chamber in recruiting vendors and businesses to join ChamberMarket.ca

PROJECTS

Prize Bot | *Go, DiscordGo, GitLab, GORM, AWS, PostgreSQL, Docker*

April 2021 – Present

- Developed a discord bot using discordgo to manage auctions and giveaways for gaming communities
- Created an integrated tickets system to allow users to claim and manage events/prizes through the bot
- Implemented an AWS RDS (PostgreSQL) database to store user and server information.
- Used a modular approach to coordinate events supported by the bot (Auctions, Giveaways, Shop, etc.)
- Used Gorilla/Mux to handle routing of http integrations such as a status check endpoint.

Server Master (deprecated) | *Python, DiscordPy, Github Actions, AWS, Nitrado API*

Spring/Summer 2021

- Developed a bot for managing Nitrado game servers with the ability to stop, restart, ban, whitelist, and track status of the servers.
- Setup github actions to deploy to an AWS ECS Cluster on commit. This also allowed for auto-restart if the bot were to crash.
- Used regex parsing to scan log files at regular intervals and output information to discord including kills, admin commands, and chats.
- Planned to use AWS lambda to assist in parsing and outputting log information

TECHNICAL SKILLS

Languages: Go, Python, Dart, MATLAB, SQL (Postgres, Sqlite3), JavaScript, HTML/CSS

Frameworks: Flutter, Gorilla, Stripe SDK

Developer Tools: Git (GitHub, GitLab), Github Actions, Docker, Firebase, AWS, VS Code, Visual Studio, Excel,

Libraries: DiscordGo, GORM, DiscordPy, pandas, NumPy, Matplotlib, UniDoc/UniOffice,