

LOGAN TRAVIS

lgntravis@gmail.com | [LinkedIn](#) | [GitHub](#) | [Portfolio](#) |

EDUCATION

University of Alberta

Bachelor of Science in Computer Science

Edmonton, Alberta

September 2020 - December 2025

EXPERIENCE

Activision

Software Developer Intern

May 2024 – Present

Vancouver, BC

- Developed core UI components for **Call of Duty: Black Ops 6** using **React/JavaScript**, serving **millions of users**.
- Optimized leaderboard rendering performance through **memoization** and **CDN caching** of player assets.
- Shipped **15+ features** including **Top 250 Leaderboards** and **COD League Hub**, collaborating with designers and QA.
- Reduced localization effort by creating a **Chrome extension** to automate i18n string extraction from internal APIs.
- Wrote **unit tests** and **snapshot tests** for UI components using **Jest**, ensuring reliability for mission-critical features.
- Completed in-depth training in **Next.js** and **React Native** as part of a weekly program.

Freelance

May 2023 – May 2024

Remote

Full-Stack Developer

- Designed and built a full-stack e-commerce platform for an **8,000+ player community** using **SvelteKit** (frontend), **Go** (backend), and **PostgreSQL** (database). [View Project](#)
- Integrated **Stripe** for secure payment processing and **Discord OAuth** for seamless user authentication.
- Designed a virtual currency system and shop interface with real-time purchase notifications and delivery tracking.
- Delivered a responsive mobile-friendly UI with **Tailwind CSS**, ensuring a smooth user experience across devices.

PROJECTS

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

- Developed a compiler for a general-purpose language, generating **LLVM IR** using **MLIR** and supporting features like function calls, loops, conditionals, and 2D arrays.
- Implemented a lexer and parser using **ANTLR4**, generating a custom heterogeneous **Abstract Syntax Tree (AST)**.
- Wrote **unit tests** for every feature, ensuring comprehensive coverage and reliability, testing against a competitive suite of **600+ test cases**, ensuring quality and correctness.
- Configured **CI/CD** pipelines using GitHub Actions to automate compilation and testing workflows.

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

Online Poker | Rust, PostgreSQL

- Developed a multiplayer poker game in **Rust** that can be played with both cli, or networked connection to clients.
- Supports multiple game modes, including Texas Hold'em, 5 card draw, and other gamemodes.
- Implemented **PostgreSQL** database to store user data and game history.
- Utilized **Rocket** for the backend server allowing asynchronous connections to run multiple games at once.

ScanPal | Java, Android Studio, Firebase | [Demo](#)

- Built an Android app for event management, enabling real-time attendance tracking and push notifications.
- Designed an interface for seamless communication between the Android client and **Firebase** backend.
- Implemented **CI/CD** pipelines using GitHub Actions, ensuring code quality and automated testing.

TECHNICAL SKILLS

Languages: Golang, Python, C, C++, JavaScript, TypeScript, Rust, Java, HTML/CSS, SQL, RISC-V/ARM/X86

Frameworks/Libraries: SvelteKit, React, React Native, Next.js, Tailwind, HTMX, Flutter, ANTLR4, NPM/Bun, Node.js

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