LOGAN TRAVIS

lgntravis@gmail.com | LinkedIn | GitHub | Portfolio |

EDUCATION

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

EXPERIENCE

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

- Worked at **Activision** under **Microsoft Global Marketing**, developing core UI components for **Call of Duty: Black Ops 6** and **Modern Warfare III** 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 **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.

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

- 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

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.

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