Travis McNeill

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EDUCATION

University of North Carolina Asheville, Asheville, NC

Bachelor of Arts in Philosophy

2015

SKILLS

- Proficient in JavaScript, Python, Clojure, ClojureScript, HTML5, CSS3
- Comfortable using the Linux command line and associated utilities like Git
- Experience with Django, Less/Sass, Twitter Bootstrap, React, and Angular

SELECT PROJECTS

Geodesic Game of Life, WebGL Experiment

JavaScript, Python, WebGL Demo - http://tavistock.github.io/game-of-life/
(Three.js) Source - http://github.com/Tavistock/geodesic-game-of-life

- A version of Conway's Game of Life adapted to run on a geodesic surface
- Provides a user interface for changing cell state and transition rules
- Found and fixed a bug for high complexity 3D models which reduced load times from 70 seconds to under 45

Lseq-Tree, Distributed Computing Data Structure

Clojure, Clojurescript

Source - https://github.com/Tavistock/interval tree clocks

- A library that makes consensus-free and lock-free editable documents easy to use on both the server and the client
- Implementation of LSEQ based on <u>LSEQ</u>: an <u>Adaptive Structure for Sequences in</u> <u>Distributed Collaborative Editing</u>
- Cross compilable to Clojure and ClojureScript
- Includes tests at the module and unit level
- Found errors in the code of the original implementation and reported them upstream

Interval Tree Clocks, Causality Tracking

Python

Source - https://github.com/Tavistock/interval_tree_clocks

- Used to track changes to objects and synchronize them in environments with a dynamic number of clients while keeping clock size small
- A Library based on <u>Interval Tree Clocks: A Logical Clock for Dynamic Systems</u>
- Tracks causal changes to objects in a distributed systems
- Includes a full test suite

RELATED EXPERIENCE

Intern, Verigent, Mooresville, NC

Aug 2013 — Dec 2013

- Helped Human Resources transition to a web based system for turning in timesheets
- Introduced scripts that automated report gathering