

Travis Wight

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Summary

Solution-oriented computer science graduate actively seeking internships or a full-time entry level position. Extremely passionate about software engineering, web design, and data science.

Work Experience

Tatum Games, LLC

Santa Clarita, California

BACKEND INTERN

August 2019 - November 2019

- 3 month, fully remote internship communicating over Slack.
- Wrote/managed documentation for the company's RESTful APIs using OpenAPI Specification format (Swagger).
- Assisted in writing the company's backend coding style guide using researched best backend coding techniques.

Not Impossible Labs

Venice, California

STUDENT VOLUNTEER

July, 2014 - August 2015

- Worked with a small team of high school students to design and develop an exoskeleton leg prototype for children with Cerebral Palsy.
- Lead designer of the leg prototype. Created and provided 3D models of leg prototype using SolidWorks.
- Worked alongside engineering team in assembling leg during the build process.

Education

California State University Channel Islands

Camarillo, California

B.S. IN COMPUTER SCIENCE

May 2019

- Graduated with a 3.3 GPA

Granada Hills Charter High School

Granada Hills, California

HIGH SCHOOL DIPLOMA

June 2015

- Graduated with a 3.0 GPA

Coursework

Software Engineering

COMPUTER SCIENCE • ANDROID FRAMEWORK AND JAVA

- Coordinated with a group of students to design an Android application (Plants of CI).

Database Theory and Design

COMPUTER SCIENCE • MySQL AND MONGODB

- Coordinated with a partner to design our final project. Created a database that catalogued my Blu Ray collection by directors, actors, writers, etc.

Mobile Robotics

COMPUTER SCIENCE • C++

- Collaborated with a group of students to build a simple, multi-legged robot.

Networking

COMPUTER SCIENCE • C

- Designed a simple HTTP server over the course of the semester.

Programming Languages

COMPUTER SCIENCE • C

- Created a compiler for a functional language based on Lisp (informally dubbed CILisp)

Analysis of Algorithms

MATHEMATICS • PYTHON

- Heavily coordinated with a group of students to analyze various algorithms and concepts taught in the class.

Extracurricular Activity

High School Robotics Team at GHCHS

Granada Hills, California

CORE MEMBER & LEAD CAD DESIGNER

August 2011 - June 2015

- Was a core member of high school robotics team for all four years at GHCHS.
- Became lead CAD Designer in my Junior year at the request of our head coach. Designed our robots using 3D modeling program SolidWorks.
- Managed the consistency and correctness of our models. Made sure each model was free of errors.
- Participated in numerous VEX and FRC robotics tournaments and helped manage our school's annual VEX competition.

Projects

Senior Capstone Project

Camarillo, CA

DEVELOPER

January 2019 - May 2019

- Over the course of my final semester at CSU Channel Islands, I built a film recommendation system designed around the concept of item-item collaborative filtering.
- Created a web application using Python's Django web framework to visualize the system.

Plants of CI

Camarillo, CA

DEVELOPER

January 2018 - May 2018

- Collaborated with a student software engineering team to design an android application that cataloged the various plants around the CSU Channel Islands Campus.
- Assisted in designing the application's database. Used XML file to store the data and parsed it using Java.
- Automated the plant cataloging process using Python.

Skills

Programming Languages

Python, Java, C, C++, C#, Javascript

Web Technologies:

HTML5, CSS3, XML, PHP, JSON, Bootstrap, JQuery

Frameworks:

Django, Codeigniter, Node.js

Databases

SQL, MongoDB

Tools

LaTeX, PyCharm, IntelliJ IDEA, CLion, Sublime Text, Atom, Git, OpenAPI (Swagger), Slack, SolidWorks, AUTOCAD