Travis Bumgarner
Travis.Bumgarner.lists@gmail.com

github.com/travisbumgarner
travisbumgarner.dev

Languages
TypeScript
CSS3
HTML5
SQL
Python
JavaScript

Frontend
React
React Native
Electron

Backend
GCP
AWS
Mongo
Node
Express
GraphQL

Design
Figma

Spoken
English
Spanish

Senior Software Engineer | Switchboard   Remote, USA | 7/22 – 7/24

- Architected and implemented a recording creation engine to produce interactive video recordings of meetings and asynchronous work, with near-instantaneous cloud streaming.
- Developed a high-performance collaborative PDF app with shared viewing and commenting, achieving a 95% performance improvement over its predecessor.
- Collaborated with engineers to implement usage tiers, encouraging membership upgrades.
- Organized two virtual team outings for coworkers.

Senior Software Engineering Consultant & Tech Lead | DEPT   Remote, USA | 12/21 – 7/22

- Acted as technical lead on a greenfield project to explore a new market and new technologies.
- Launched 91 member security collective focused on company-wide security.

Founder | Painless Prototyping   Boston, MA | 5/16 – 7/17, 8/20 – 10/21

- Created practical, affordable, and approachable hardware and software kits for learning about engineering topics.
- Ran successful Kickstarter campaign for BYO Keyboard Kit with $31,828 raised across 510 backers.

Lead Full Stack Software Engineer | Prenda   Remote, USA | 2/21 – 9/21

- Led a team of 10 engineers to rewrite the student attendance tool to improve company profitability.
- Brought structure to engineering team of 25 by establishing biweekly all hands and learning meetings.
- Managed one direct report, enhancing their coding and soft skills and helping define their career goals.

Senior Full Stack Software Engineer | Pluralsight   Boston, MA | 6/18 – 2/21

- Brought critical path search engine, built with React, TypeScript, Express, Elasticsearch, and Python, from idea to general release which serves over 1.6 million searches a month.
- Improved team health by running quarterly health surveys and organizing team building activities.
- Performed user research and data analysis, and prototyped over 10 experiences to improve the product in the areas of search, browse, spell check, content, and technical certifications.
- Created and presented over 15 presentations on topics including prototyping outside of the product and communication skills to groups of between 10 and 200 people.

Full Stack Software Engineer | Contract & Freelance   Remote, USA | 8/15 – 3/18

- Built 14 frontend and backend solutions for clients including non-profits, scientists, and doctors.

Environmental Health Specialist | Peace Corps   Panama | 6/13 – 7/15

B.S. in Mechanical Engineering | Rutgers University   New Brunswick, NJ | 6/13

Side Projects | sillysideprojects.com

- **Photography Portfolio** | Created with React, TypeScript, Framer Motion, Zustand, GCP, Adobe Lightroom.
- **Ideas Down** | Mobile app for quickly recording ideas. Created with Figma, React Native, TypeScript.
- **Candlelight** | 2D puzzle game. Created with Godot and Aseprite.
- **gcode2dplotterart** | G-Code language abstraction for creating 2D Plotter art. Created with Python.
- **Todo Today** | Todo list desktop app for the easily distracted. Created with React, Electron, TypeScript.
- **Photo Tagger** | Lightroom metadata processor and photo tagger. Created with TypeScript.