

# Travis Wise

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## Languages & Technologies

**General Languages:** C, C++, C#, Go, Java, Python.

**Game Development:** Unity Engine, Unreal Engine 4, JavaScript, p5.

**Web Development:** HTML, CSS, JavaScript, Typescript, Angular, PHP, Mongo, MySQL, Django, Docker, Kubernetes.

**Operating Systems:** Windows OS, Mac OS, Linux OS.

## Education

*University of Central Florida*

*Bachelor's in Computer Science*

*August 2020 – Dec 2022*

*GPA: 3.846*

*Seminole State College*

*July 2019 – May 2020*

*Associate of Arts in Computer Science*

*GPA: 3.7*

## Experience

**Software Engineering Intern**

*February 2022 – November 2022*

*Virtual Heroes Division of ARA*

*Orlando, Florida*

- Worked on object-oriented, and concurrent software involving UI tasks, architecture tasks, testing, and QA.
- Worked in small agile development teams tasked with developing and integrating user interfaces, behavior, and mathematical models/methods.

**Undergraduate Research Assistant**

*January 2022 – March 2022*

*University of Central Florida*

*Orlando, Florida*

- Designing, testing, and implementing lock-free concurrent algorithms and data structures.
- Focused specifically on sorting algorithms array lists, stacks, and queues.

**Undergraduate Learning Assistant**

*January 2022 – March 2022*

*University of Central Florida*

*Orlando, Florida*

- Leading students to learn relevant definitions, symbols, proof techniques and other mathematical tools that are necessary to understand proofs and related material in upper-level Computer Science Courses.
- Showing students the beauty and creativity in mathematics and helping students realize that competency in mathematics is mostly based on hard work and practice, not innate talent.

**Extrusion Department Operator and Supervisor**

*November 2015 – February 2019*

*Command Medical Products*

*Ormond Beach, Florida*

- Designed, created, and implemented documentation on work procedures to increase training speed and reduce errors and mistakes.
- Innovated work environment to reduce waste and increase efficiency and aligned goals with Lean Manufacturing and Six Sigma techniques to provide LEAN work environment.

## Projects

- |                    |   |                                    |
|--------------------|---|------------------------------------|
| • JavaScript       | <a href="#">Dimension Game (2D)/Engine/Level Editor</a> | <i>January 2022 – Dec 2022</i>     |
| • PHP/MySQL        | <a href="#">Event Organizer Website Application</a>     | <i>January 2022 – March 2022</i>   |
| • HTML/CSS/JS      | <a href="#">Personal Website - TravTutor.com</a>        | <i>Dec 2021 – Dec 2022</i>         |
| • JavaScript/WebGL | <a href="#">Stargazers Asteroid Game (3D)</a>           | <i>August 2021 – Dec 2021</i>      |
| • React/MongoDB    | <a href="#">CRUD Diary Website Application</a>          | <i>August 2021 – December 2021</i> |
| • Unreal Engine 4  | <a href="#">Melee RPG Game (3D)</a>                     | <i>April 2021 – July 2021</i>      |