

# Travis Wise

TravisMichaelWise@gmail.com

[TravTutor.com](http://TravTutor.com) | [Linkedin.com/in/TravisMichaelWise](https://www.linkedin.com/in/TravisMichaelWise) | [Github.com/TravisMWise](https://github.com/TravisMWise)

## 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, Docker, Kubernetes.
- **Operating Systems:** Windows OS, Mac OS, Linux OS.

## 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.

## Education

*University of Central Florida*

*August 2020 – Dec 2022*

*Bachelor's in Computer Science*

*GPA: 3.846*

*Seminole State College*

*July 2019 – May 2020*

*Associate of Arts in Computer Science*

*GPA: 3.7*

## Projects

- JavaScript [Dimension Game \(2D\)/Engine/Level Editor](#) *January 2022 – Dec 2022*
- PHP/MySQL [Event Organizer Website Application](#) *January 2022 – March 2022*
- HTML/CSS/JS [Personal Website - TravTutor.com](#) *Dec 2021 – Dec 2022*
- JavaScript/WebGL [Stargazers Asteroid Game \(3D\)](#) *August 2021 – Dec 2021*
- React/MongoDB [CRUD Diary Website Application](#) *August 2021 – December 2021*
- Unreal Engine 4 [Melee RPG Game \(3D\)](#) *April 2021 – July 2021*