

Travis Wise

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Languages & Technologies

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

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

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, BSTs, AVLs, tries, 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

- JS 10,000 Lines

[Dimension Game/Engine/Level Editor](#)

January 2022 – Dec 2022

- PHP/MySQL 1500 Lines

[Event Organizer Website Application](#)

January 2022 – March 2022

- JS 2600 Lines

[Stargazers Asteroid Game | 3D |](#)

August 2021 – Dec 2021

- Unreal Engine 4

[Melee 3D RPG Game](#)

April 2021 – July 2021

- HTML/CSS/JS

[TravTutor.com | Personal Website](#)

Dec 2021 – Dec 2022