Travis Wise

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Languages & Technologies

Languages: C, C++, C#, Go, Java, Python   **OS:** Windows, MacOS, Linux

Web: HTML, CSS, JavaScript, Typescript, React   **Stacks:** ASP.NET, MERN, WAMP, XAMP

Experience

Software Engineering Intern   *February 2022 – Present*

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.

Education

University of Central Florida   *August 2020 – December 2022*
   Bachelor's in Computer Science   GPA: 3.872

Seminole State College   *July 2019 – May 2020*
   Associate of Arts in Computer Science   GPA: 3.7

Projects

- MERN/300 lines: CRUD Diary Website App   *August 2021 – December 2021*
- WAMP/1500 lines: Club Event Organizer Website App   *January 2022 – March 2022*
- JS, P5/3000 lines: Inside the Mind of Anastasia   *January 2022 – Present*
- JS/2600 lines: Stargazers Asteroid Game (3D)   *August 2021 – December 2021*
- C++, UE4/3500 lines: Unreal Engine 3D RPG Game   *March 2021 – July 2021*
- JS/200 lines: Textio | Text Editor with a Terminal   *November 2021 – December 2021*