Travis Woolston | Software Engineer | Bountiful, Utah

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TECHNICAL SKILLS

JavaScript (ES6+)	Node.js	React	RESTful API
Kafka	Express	Redux	Unity
Bcrypt	GraphQL	Jest	Webpack
C#	OOP	Redis	
TypeScript	Jenkins	SASS	
AWS	SQL/NoSQL	OAuth2	
jQuery	Functional	HTML	
Python	Programming	CSS	

EXPERIENCE

Gateway Adventure App | *Software Engineer* | February 2023 - Present
- Designed, developed, and maintained the Gateway Adventure App, an innovative mobile application that enhances outdoor adventure experiences. The app serves as a platform for users to discover, plan, and track their adventures, leveraging GPS technology and interactive features.
- Collaborated with the founder to refactor the project, offering an insightful refactor while adhering to the established themes and objectives.
- Architected the app's front end using C# and Unity3D and implemented user-friendly interfaces to streamline navigation and enhance user experience.
- Integrated Firebase services for real-time data synchronization, user authentication, and cloud storage, ensuring seamless connectivity and data integrity.
- Designed and implemented RESTful APIs for backend communication, enabling efficient data exchange between the mobile app and server.
- Utilized version control systems (Git) for collaborative development and code management, ensuring codebase integrity and team productivity.

Asurion | *Full-Stack Software Engineer (Contract)* | Apr 2022 - October 2022
- Developed and maintained Asurion's customer-facing web applications using React and Node.js, ensuring a seamless and user-friendly experience for millions of users.
- Designed, developed, and tested software for web-based applications, utilizing a range of programming languages and tools, including C#, Node, JavaScript, Python, and SQL Server/Data Structure.
- Implemented modern web development practices, including serverless architecture, to optimize the performance and scalability of the platform.
- Utilized AWS microservices, such as Lambda and DynamoDB, to build and deploy scalable, highly available systems.
- Created Kafka message stream handlers managed by Kubernetes to store incoming speech-to-text call transcripts from call centers.
- Developed and maintained the CI/CD pipeline using Jenkins, reducing the deployment time and increasing the speed of delivery.
- Conducted code reviews and helped maintain a high level of code quality and adherence to established coding standards.
- Participated in agile development methodologies and provided constructive feedback to improve software development processes.

ThriveDX | *Full-Stack Instructor* | Apr 2022 - October 2022
- Provided hands-on instruction and guidance in full-stack web development, covering topics such as DOM manipulation, data structures, asynchronous programming, authentication, and database management.
- Delivered training sessions to college students on behalf of universities, fostering students' understanding of key web technologies and concepts.
- Designed and implemented engaging, interactive lessons that encouraged active participation and knowledge retention.
- Developed and maintained back-end services running in C# and Python.
- Contributed to the continuous improvement of course materials and curriculum, ensuring relevance to industry trends and best practices.

Codesmith LLC | *Software Engineer (Fellowship Contract)* | Nov 2021 - March 2022
- Guided junior software engineers in implementing technologies across the stack by giving feedback in one-on-one code review sessions and whiteboarding sessions to demonstrate code execution.
- Evaluated candidates for the immersive program by conducting technical interviews focusing on JavaScript fundamentals, their

ability to problem-solve analytically, and their overall capacity to communicate their technical and non-technical skillset.

- Engaged with teams of developers to ensure that they maintained their progress and pace in an AGILE/scrum-based sprint schedule.
- Provided guided support for engineers, directing the development and understanding of software development principles and design patterns in full-stack open-source applications.

RediQLess | *Software Engineer* **| July 2021 - Nov 2021**
- Optimized request wait time and reduced potential API cost overhead by harnessing Redis caching to destructure GraphQL queries, individually caching field results to be used in subsequent queries requesting stored information.
- Enhanced front-end development with TypeScript for strong typing and improved debugging capabilities.
- Streamlined the installation process by creating and deploying an NPM package with comprehensive documentation.
- Optimized response data organization using GraphQL's generated ASTs and grouping results by query type.
- Ensured the application's consistency and scalability with the use of Docker for containerization.
- Verified code functionality and integration through Jest unit tests and Enzyme snapshot tests, enabled via Github Actions.

OPEN-SOURCE WORK
Rental Evaluator | Real-Estate Tracker
- Implemented React Hooks to enhance code readability and manage side effects and global state efficiently, reducing prop drilling and ensuring data consistency.
- Deployed front-end and back-end using AWS Amplify, benefiting from its automated database configuration and creation features.
- Utilized Redux for state management, enhancing the rendering of favorites on the integrated map.
- Designed attractive user interfaces using Material UI, rendering markers, list views, and menus based on dynamic data.

RESTRoom | AirBnB for lavatories
- Built application with Webpack for future scale, maintainability, and faster load times by writing configuration to utilize hot module reloading, ES6+ transpilation for developer packages, minification, and uglification features to decrease bundled file size.
- Handled encryption of user passwords via Bcrypt before storing them in the database to ensure user security.

Publications
Single-Sprout Speaker Series | Game Development in JavaScript
Medium Article | Introducing RediQLess: A Caching Tool For GraphQL APIs

EDUCATION
Southern New Hampshire University | Game Development and Programming
Codesmith | Computer Science/Software Development
Salt Lake Community College | Audio Engineering
Broadview Entertainment Arts University | Audio Engineering