

Travis Pressler

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I am a recent college graduate in Computer Science who is targeting a position as a software engineer for a company full of people who are as positive and ambitious as I am. I have a voracious passion for learning new tools and for finding elegant solutions to complicated problems. My history demonstrates my ability to quickly master new tools from a variety of disciplines. Writing great code is what I live for.

EDUCATION

B.S. COMPUTER SCIENCE WITH HIGH DISTINCTION, DECEMBER 2014

Specialization: Data and Search (and a Minor in Studio Arts)

Indiana University

Cumulative GPA: 3.82

GPA in Computer Science courses at the 300 level or above: 3.97

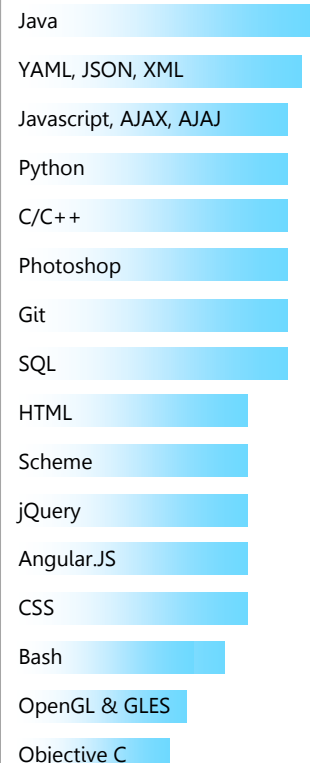
Dean's Lists: Fall 2010, Spring 2012, Fall 2012, Fall 2013, Spring 2014, Fall 2014

WORK EXPERIENCE

SYSTEMS INTERN – ArcelorMittal – Summer 2014 – East Chicago, IN

- Responsible for delivering code according to specifications written by the finance department of the Fortune 500 leader in steel production.
- Devised and created an automatic documentation generator for all the data analysis servers, which included hundreds of databases.
- Created an SSIS package for over 3,000,000 records. The SQL statements were re-written to change the load time from >100 hours to <10 minutes.

STRENGTHS



RECENT PERSONAL PROJECTS

TwoDotsPlayer – a command-line AI program for determining best moves for the iPhone and Android game TwoDots; specify a custom data file as input. The source code is available at git.io/TwoDotsPlayer

DeckSim – a single-page web application written in HTML/JavaScript/CSS, JQuery, and Bootstrap; meant to improve my jQuery skills. The source code is available at git.io/DeckSim and a demo at git.io/vkhAQ

Atlas Of India – a graphical application with user input, also includes a Shape Grammar Interpreter which takes grammars specified in YAML data files as input. The source code is available at git.io/AtlasOfIndia

OTHER INTERESTS

Manuscripts – Painting (see some at git.io/MixedMedia) – Woodworking – Cooking – Architecture