

Travis Garcia

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WORK EXPERIENCE

California Education Learning Lab, Davis, CA

Jan. 2020 – Present

Lead Developer

Project Manager

- Leading a team of web and game programmers using React, Unity, Electron, WebGL, and C# to research and develop games that strive to improve retention in engineering majors
- Designing technical solutions to ideas and feedback provided by designers, faculty, and playtesters
- Scheduled meetings with faculty for high-level discussions of timelines, bottlenecks, and progress
- Developed agile and git workflow which increased development speed by 80%
- Delegated, implemented, and refactored multiple complex game features

FashionAI, Davis, CA

Dec. 2020 – May 2021

Co-Founder (Research and Development)

- Founded a startup under the Plasma accelerator program that worked directly with top mentors in the industry to develop revolutionary fashion software
- Led research and development in prototyping a photo recognition software using the Fashion-MNIST dataset and open-source machine learning models that would easily scale to real-world application
- Presented our pitch, demo, and answered questions at a startup competition with an audience of 400 which included recruiters and company executives

UC Davis Department of Letters and Science, Davis, CA

April 2018 – Dec. 2019

Senior IT Support Analyst

IT Support Analyst

- Streamlined the on-boarding process by 50% by updating the knowledge base, revising training material, and providing mentorship to new hires
- Resolved over 500 technology related issues with clients on-site or through remote meetings
- Edited the UC Davis department websites, managed user accounts in Windows active directory, and wrote scripts to improve workflow

RELEVANT SKILLS

Programming Languages

- C#
- Javascript/HTML/CSS
- Java
- Swift

Soft Skills

- Communication
- Teamwork
- Leadership
- Problem-Solving
- Time Management
- Stress Management
- Creative
- Adaptable

EDUCATION

University of California, Davis, CA

Sept. 2017 – June 2021

Bachelor of Science in Computer Science, 3.5 gpa

Minor in Professional Writing, Minor in English