

Travis Garcia

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EDUCATION & SKILLS

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

Programming Languages: C#, Python, C++, Java, JavaScript, Swift

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, 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 playtesting
- 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

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, over the phone, and through email
- Edited the UC Davis department websites, managed user accounts in Windows active directory, and wrote scripts to improve workflow

PROJECTS

YumFun | IOS Application

Feb. 2021 – March 2021

- Setup an online recipe parser, recipe input and editing UI and logic, and polished UI/UX through user testing for a social cooking app
- Utilized Xcode, CocoaPods, and Firebase Realtime Database and collaborated in a team of 5 developers

MobiLogic | Android Application

Nov. 2020 – Dec. 2020

- Implemented drag and drop functionality, wire connection UI and logic, and reviewed and merged all pull requests between feature branches for a mobile circuit design app
- Utilized the Codename One framework and collaborated in a team of 6 developers

Songs with Friends | Web Application

May 2020 – June 2020

- Used the Spotify API to search and queue song requests and then play and pause songs simultaneously for multiple logged in users
- Utilized ReactJS, NodeJS, and SQLite and collaborated with 1 developer