Travis Brown

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OBJECTIVE

Seeking co-op internship in software engineering from May 2025 to August 2025

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY　　　　　　　　　　　　　　　　　　　　　**Rochester, NY**
Bachelor of Science in Computer Science　　　　　　　　　　　　　　　　　　　**Expected: May 2028**
GPA: 3.94

HUDSON VALLEY COMMUNITY COLLEGE　　　　　　　　　　　　　　　　　　　　　　　**Troy, NY**
College ECHS P-Tech Program　　　　　　　　　　　　　　　　　　　　　　　　　　**May 2023**
GPA: 4.0

SKILLS

Languages: Java, Python, C++, C, HTML/CSS, JavaScript

Embedded: Logic Analyzer, STM32 MCUs, SPI, PWM, ADC

Tools/Environments: Git, GitHub, Linux, MacOS, Office365

PROJECTS

RIT Electric Vehicle Team - Embedded Software Engineer　　　　　　　**August 2023 - Present**

- Worked with a multidisciplinary team to develop C++ firmware for custom-designed PCBs.
- Implemented support for essential peripherals such as PWM, ADC, SPI, and Timers on the STM32F4 series microcontroller, working closely with the STM32 Hardware Abstraction Layer.
- Applied STM32's CubeMX and CubeIDE to generate example code and converted it to work with EVT's hardware-agnostic API.
- Leveraged manufacturer datasheets to understand and utilize configuration registers properly.
- Researched hardware peripheral implementations to facilitate debugging.
- Employed Kanban principles and methodology for efficient project management.

My Casino

Personal Project　　　　　　　　　　　　　　　　　　　　　　　　　**February 2024 - Present**

- Created Kwzii Casino, a Java and JavaFX-based application simulating casino games, including Blackjack, Slots, Horse Betting, and more.
- Utilized Model-View-Controller design pattern to separate game logic, UI, and data management, ensuring clean and organized code.
- Applied Object-Oriented Programming principles to structure the codebase, enhancing maintainability and scalability.
- Managed project version control using Git and GitHub, ensuring code quality.

Minecraft Mod

Personal Project　　　　　　　　　　　　　　　　　　　　　　　　　　**April - August 2024**

- Developed Currency Mod using Java, JSON, Minecraft's external libraries, and 3d modeling software BlockBench.
- Utilized Gradle for build automation and dependency management.
- Conducted thorough testing and debugging to ensure seamless integration of new features and maintain mod stability.

WORK EXPERIENCE

Spire Business Inc - Digital Content Assistant　　　　　　　　　　　　　**Fort Edward, NY**

- Designed SEO-optimized web pages with HTML/CSS per owner's specifications.　　**Jun 2024 - Present**

BJ's Wholesale Club - Sales Associate　　　　　　　　　　　　　　　　　**Saratoga, NY**

- Collaborated with team members to deliver high-standard customer service, ensuring consistent customer satisfaction.　　**Jun - Aug 2023**

ReportingMD - Internship　　　　　　　　　　　　　　　　　　　　　　　**Sunapee, NH**

- Developed understanding of Scrum methodology and its application in coding practices.　　**Aug 2022**
- Acquired hands-on experience with SQL databases, flat file databases, and ETL processes.