Travis Hunter Primm

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TECHNOLOGIES

Languages: C#, Python, C, C++, Swift
Technologies: Unreal Engine, Unity, .NET, WPF, WCF, EntityFramework, SwiftUI, ImGUI
Applications: Perforce, Git, Maya, 3ds Max, XCode

PROFESSIONAL EXPERIENCES

31st Union

Lead Software Engineer | Austin, TX | January 2023 - Present

Leadership & Technical Direction

- Sole lead engineer responsible for driving engineering department standards across work management, roadmap planning, and career development for a distributed team (local, remote, and international).
- Provided strategic technical leadership and mentorship across Tools, Test Automation, and Technical Art. Technologies led include DCC extensions, Unreal import and export, content validation and iteration, procedural content, reporting on the state of the game, development data aggregation, Editor extensions, automated testing client code, automated testing web framework, and local developer iteration.
- Created and maintained 12-month engineering roadmaps that aligned major deliverables with individual contributor growth and team leveling frameworks.
- Standardized documentation, feature request protocol, and feature delivery requirements across engineering.
- Established a support system empowering direct reports as first-line developer tooling contacts, fostering mentorship while maintaining delivery timelines.
- Founded and led Tools QA team to ensure Unreal Editor stability, especially during major engine version upgrades and integrations.

Development Ownership

- **C#/.NET Development Framework:** Designed and maintained a shared C# library to reduce friction for creating console apps, web services, and WPF UIs by standardizing application setup for logging, notifications, telemetry, and more using dependency injection for production and development service implementations. Included examples of all application types alongside infrastructure for deploying changes.
- **Developer Utility Hub:** Built a plugin-based desktop tool in C# (WPF/AvaloniaUI/CommunityToolkit) to help developers manage local workflows. Key plugins included notifications, local data processing, packaged build manager, and in-game bug-to-Jira integration.
- **Unreal Engine Test Automation Framework:** Developed a distributed test framework for multiplayer scenarios, including client coordination, server orchestration, artifact collection, and platform-specific support libraries. Server and client services were built in ASP.NET Core.
  - **Client-Side Test Execution Functionality:** Owned Unreal C++ automated testing systems with configuration-driven test definitions and detailed result reporting.
- **Centralized Notification Service:** Built an extensible ASP.NET Core service with a MongoDB backend to process JSON payloads and dispatch rich, templated notifications to Slack, email, and internal UIs.
- **Telemetry Infrastructure:** Implemented ELK and Datadog-based pipelines with custom libraries and adoption guides, enabling data-driven decision-making and post-change impact analysis across developer workflows. Delivered integration examples in Python, C#, and Unreal C++, leading to adoption by both Engine and Tech Art teams.

Striking Distance Studios

Lead Software Engineer | Austin, TX | July 2022 - September 2022

- Lead of the Tools team for The Callisto Protocol with a team of 2 developers.
- Focused on getting immediate value for shipping a product that is going to be at players doors within 5 months.
- Created and implemented foundation for transition to UE 5, multiple Unreal projects at once, and retain what we made in UE 4.

Respawn Entertainment

Lead Software Engineer | Apex Legends | Austin, TX | February 2022 - June 2022

- Techncial responsibility for 18 developers and people management responsibility for a team of 5. Delivered year end feedback along with creating career paths for developers ranging from succeeding recent graduates to struggling principal engineers.
- Planned out roadmap from 1 month of planned work to 15 months of planned work. Pruned, prioritized, and assigned hundreds of backlogged tasks that included requests from before Apex Legends.
- Initiated, delegated, and saw to production a data analytics platform, New Relic, for development insights usage.

Senior Software Engineer | Jedi: Survivor | Austin, TX | March 2021 - February 2022

- Created the tooling efforts from scratch for the project that already had the tech debt and workflows from Jedi: Fallen Order. This includes workstation build synchronization, shared tool codebase that was adopted by all Unreal teams, and in engine functionality.
- Cinematics support including: content pipeline workflow, in Unreal engine tooling, rendering effects within cinematics, and gameplay transitions into cinematics.
- Setup Big Data stack, ELK, to track performance data across platforms as well as development data for workflows and internal tools.
- Created dev support workflows that were adopted to support the Respawn team of 125 developers and over 30 globally based contractors.
- Led and created a community for tools efforts for all Unreal projects Respawn-wide. This led to adoption of shared tech on multiple projects.

Apple Inc.
Senior Software Engineer | Austin, TX | April 2019 - March 2021

- Contributing to the development of Reality Composer and RealityKit.
- Built continuous deployment processes for delivering first party content to public distribution. These processes handle coordination between Localization, QA, Artists, and Developers.
- Contributing engineer to the "Rigid Body Physics in USD Proposal" schema addition.

Blizzard Entertainment
Software Engineer | Irvine, CA | March 2017 - March 2019

- Created a content release process to allow producers to organize game data and manage when it will be released.
  - Drafted technical designs for the process of releasing content, starting from accessing data to filtering data for game builds.
  - Architected, designed, and implemented the application used by producers to organize and manage content releases.
  - Broke a culture of siloed and specialized programmers by making changes to the following code bases: client, client build process, server features, server build process, UI application code, testing framework, and data pipeline.
- Implemented Telemetry as a service, which allows all tools to use stats tracking. This data allowed us to deprecate large sections of our editor that were no longer used on Heroes of the Storm.
  - Architected and implemented service functionality in the shared code base, which gives all teams across Blizzard access to reusable features that are safely developed and low in dependencies.
- Designed and implemented a Data Validation pipeline that provides feedback for developers about data breakages. This includes validation during workflows, pre-commit triggers, and client build processes.

Rockstar Games
Lead (interim) Tools Programmer | San Diego, CA | June 2013 - March 2017

- Inherited responsibility for North American tools development and support over more senior developers for 13 months. Involved with all engineering hiring in San Diego, annual reviews, compensations adjustments, and promotions. Led project technical direction and workload distribution for 6 direct reports.
- Implemented a series of automated services that provide feedback to programmers if their change broke compilation or an in-game stability test. Feedback is available within 30 minutes of the code submit on all platforms. If the submit passes, we begin robust in-game testing and data generation. Successful tests were tagged for QA and were setup for manual testing.
- Created a new data type that describes the world based on characteristics. By calculating results offline, we saved time evaluating areas during runtime.

Scrapyard
Tools Programmer and Tech Art | Los Angeles, CA | March 2012 - May 2013

- In Unreal Engine, created a 2.5D fighting game with a team of under 10 developers.
- Responsible for all gameplay features related to finishing moves including paired animation, gameplay input, custom per-frame hitbox data, and customizable character loadouts.
- Created and led other programmers on the custom tools code base supporting content creation, custom data creation, workflow standards, and in game debugging for all content being created by artists and designers. Code was focused on having uniform experiences both inside and outside of DCC tools.

LIFE EXPERIENCES

University of Southern California
- BS Computer Science (Games)
- NCAA D1 Athlete in Track & Field and Football

Interships
- **Santa Monica Studio:** Game Programmer
- **LucasArts:** Art Technical Director

Game Programming Mentor at CG Spectrum
Austin, TX| July 2021 - Present

- In a 12 month curriculum, we work with students to go from introducing C++ -> 9 months in Unreal Engine. The goal of the ultimate goal of the program is to be able to get students entry level jobs in the AAA industry.

Co-Founder at Real Talks LLC
Orange County, CA | Fall 2017 - Summer 2020

- Founded a company that connects upcoming professionals with young working specialists by giving presentations with relatable and individualized content about Business and Technology.