

# Travis Hunter Primm

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## EDUCATION

University of Southern California '13  
B.S. Computer Science (Games) | Los Angeles, CA

## TECHNOLOGIES

C#, C++/C, Python, Ruby, MaxScript  
WPF, WCF, EntityFramework, Perforce, Maya, 3ds Max, Git

## EXPERIENCE

### Blizzard Entertainment

Software Engineer | Irvine, CA | March 2017 - Present

- Created a content release process to allow producers to organize game data and manage when it will be released.
  - 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.
- Worked within a 10+ year old legacy codebase that was built for a different game. Focused on delivering value to developers by adding features and improving known workflows through iteration with the developers.
  - Implemented analytics in our development tools to track usage from developers and display them in Kibana utilizing Battle.NET support for Elastic Search.
  - Architected and implemented service functionality in the shared code base, which gives all teams 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

Tools Programmer | San Diego, CA | June 2013 - March 2017

- Created a new data type that describes the world based on characteristics. By calculating results offline, we saved time evaluating areas during runtime.
  - Designed a process that takes designers' searches and tags areas of the world with the searches' binary result. Searches are comprised of a combination of criteria, including obstructions, collision material, water depth, road type, terrain bumpiness, and many more.
- 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.
- Became a self-sufficient and reliable team member by being proactive with support, communicating with all departments, and making decisions as the most senior tools programmer in the San Diego studio.
  - Supported all international studios with any tools issues. Being part of a two-person tools team allowed me to establish personal connections quickly and gain diverse exposure to processes in our tool chain.
  - Created, assigned, and re-prioritized tools work in order to handle urgent requirements during 6-week sprints.

### Santa Monica Studio

Game Programming Intern | Santa Monica, CA | Fall 2012

- Iterated on a global SCE analytics tool that tracks both game events and tool usage.
- Added features to build distribution tool.
- Developed a bitTorrent backed process for even faster build distribution.

### LucasArts

Art Technical Director Intern | San Francisco, CA | Summer 2012

- Created tools in Python that interfaces with an asset management database used for third party outsourcing.
- Implemented a C++ Maya plugin to approximate in-engine vertex counts.
- Implemented a .FBX importer using the FBXSDK, which stores data in a proprietary format.

### Real Talks LLC

Co-Founder | Orange County, CA | Fall 2017 - Present

- Founded a company that connects upcoming professionals with young working specialists by giving presentations with relatable and individualized content about Business and Technology.
- Each presentation is tailored to the requested topic and accompanied by an expert speaker who has experience in that field.