Travis Hunter Primm

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TECHNOLOGIES

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

PROFESSIONAL EXPERIENCES

Apple Inc.
Senior Software Engineer | San Jose, CA | April 2019 - Present
- Contributing to the development of Reality Composer.
- Built continuous deployment processes for delivering first party content to public distribution. These processes handle coordination between Localization, QA, Artists, and Developers.

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.
- 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 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
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.

LIFE EXPERIENCES

University of Southern California '13
- BS Computer Science (Games)
- Lead Technical Artist for Scrapyard, a party fighting game (https://vimeo.com/62643984)
- NCAA D1 Athlete in Track & Field and Football

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

Co-Founder at Real Talks LLC
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.