

Travis Hunter Primm

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<https://tp2124.github.io>

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

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

- Technical responsibility for 15 developers and people management responsibility for a team of 5. Delivered year end feedback followed by career plans for developers ranging from out of college and succeeding to principal engineers struggling.
- Planned out roadmap from 1 month of planned work to 8 months of planned work.
- 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, 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 as well as globally based contractors.
- Led and created a community for tools efforts for all Unreal projects Respawn-wide.

Apple Inc.

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

- 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.
- 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

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.

Internships

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