

Travis Brown

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EDUCATION

Howard University

Major: Computer Science

Relevant Coursework: CS0 – 3, Software Development, Product Management

Skills: Python 3, Javascript, React, C++, C, MIPS, Angular/Dart, JS

Frameworks/APIs: React, Postgres, Material UI, Firebase, React Native, Dagger Producers, Angular/Dart

Expected Graduation: May 2021

GPA(Cumulative): 3.7

Google Tech Exchange Scholar

Sunnyvale, CA

JAN – MAY 2020

Chosen as one of 40 scholars to live in Silicon Valley, and learn at Google Headquarters for a semester for “Tech Exchange,” a domestic exchange program by Google for underrepresented students in Tech. Took applied computer science courses taught by Google engineers and experts in the field in the following areas:

- Applied Data Structures & Algorithms, Software Development Studio, Human Computer Interaction, Database Systems, Product Management

EXPERIENCE

Google Engineering Practicum Intern – Full Stack Developer

Los Angeles , CA

MAY – AUG 2019

- **Developed** an internal tool that improves the workflow of the Quality Ads Team reducing a clients’ time in the pipeline from 3 months to 2 weeks.
- **Interviewed** target audience, gathering data on what matters to them
- **Collaborated** with UX designers on the designs of web pages/features in weekly meetings
- **Built** new pages/features into the webpage using Angular/Dart, Proto Buffers, Python and Java

Google Engineering Practicum Intern - Full Stack Developer

Sunnyvale, CA

MAY - AUG 2018

- **Built** HTTP Servers in Java to send local requests to Employee Management systems in the backend
- **Defined** how the Employee Management API would interact with the Front-end client and handle errors using mainly Dagger Producers & Dependency Injections (Guice) in Java.
- **Designed** the front-end with Angular2 to receive and creatively display information from the backend in a user-friendly manner
- **Ramped** up on at least 20 different technologies/languages throughout the project.

PROJECTS

Pop Stars, <https://github.com/travbrown/tx-swe-popstars>

MAY 2020

- Music Game App built with Javascript, Jest, React, Spotify API, React-Howler, Firebase and Material UI.

Boggle, <https://github.com/travbrown/boggle>

JAN 2020

- In-class project built with Javascript, Jest, React and MaterialUI.

LEADERSHIP & PROFESSIONAL DEVELOPMENT

National Society of Black Engineers – General Member

AUG 2017 – CURRENT

Caribbean Student Association – General Member

AUG 2017 – CURRENT

