

# TRAVIS FERNANDES

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## EDUCATION

### Padre Conceicao College Of Engineering

Verna, Goa

*Bachelor of Engineering in Computer Science, Major in AI/ML*

*Expected June 2025*

- Cumulative GPA: 8/10
- Relevant Coursework: Artificial Intelligence, Data Mining, Software Engineering, Operating Systems, Algorithms

## EXPERIENCE/INTERNSHIPS

### GAME DEVELOPER INTERN

Jul 2024 – Aug 2024

*VIRTUAL REALITY STUDIOS, PCCE*

*Goa*

- Mastered game design fundamentals, Unity physics, and movement mechanics
- Created vibrant pixel art using Krita and co-developed a turn-based Monster Hunter game with a team under the guidance of CEO Lance Randall de Melo

### BITS RESEARCH INTERNSHIP (Research Internship)

Nov 2023 – Present

*BITS, Goa*

*Intern*

- Engineered an automotive black box prototype to capture critical telemetry, driver inputs, and environmental data during accidents
- Streamlined real-time OBD-II data collection, local storage, and server transmission for machine learning analysis
- Built a mobile app to deliver diagnostic insights and vehicle health metrics for seamless monitoring

### BYTE-UPRISE (Virtual Internship)

Mar 2024 – Apr 2024

*Online*

*Web Developer Intern*

- Developed 4 web projects and earned a Letter of Recommendation
- Built a Weather App, Portfolio Website, Landing Page, and Stopwatch using React and Tailwind CSS for sleek, responsive designs

## PROJECTS

### Voyage Vista | *Node.js, Express, MongoDB Atlas, PassportJS*

Nov 2023

- Developed a website that books flight tickets and stores details in a database
- Implemented authentication features using PassportJS

### Bill Desk | *React, Electron, SQLite3*

Jan 2025

- Built a desktop billing system for a takeaway restaurant
- Integrated SQLite3 for efficient local database management

### Retro-UI (Chat App) | *React, TailwindCSS, Framer Motion, Socket.IO, MongoDB*

Mar 2023

- Developed a chat application with an old games look
- Implemented real-time communication using Socket.IO

## ACHIEVEMENTS

### Police Hackathon

Sep 2024

*BITS Goa*

- Won the hackathon by developing a violation pass generation system integrated with the Goa police database (e-challan) and a dashboard to analyze violations across different regions in the state.
- Implemented tamper-proof mechanisms and designed the system to be user-friendly for seamless adoption.
- Built the dashboard and QR code UI using Tailwind CSS and Next.js.

## TECHNICAL SKILLS

**Languages:** C/C++, Go, HTML/CSS, Java, JavaScript, Python, Rust, SQL, TypeScript, Bash

**Frameworks:** React, Expo, FastAPI, Node.js, Express, Fiber, NextJs

**Developer Tools:** Git, Docker, Google Cloud Platform, Vercel, Kubernetes, Visual Studio Code

I hereby declare that the details and information given above are complete and true to the best of my knowledge.