

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

PROJECT ADAM | *Python, React Native, PostgreSQL, Go, Supabase*

Jan 2025

- Developed an automotive diagnostic and activity monitoring system
- Implemented machine learning algorithms to predict anomalies before they occur
- Built a mobile app to help users monitor their vehicles on their smartphones

Bill Desk | *React, Electron, SQLite3*

Dec 2024

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

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

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, Next.js

Developer Tools: Git, Docker, Google Cloud Platform, Vercel, Kubernetes, Gitlab

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