LOGAN TRAVIS

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EDUCATION

University of Alberta   Edmonton, Alberta
Bachelor of Science in Computer Science   *September 2020 - December 2025*

EXPERIENCE

Jobber   May 2025 – Present
Software Engineering Intern   *Edmonton, AB*
- Using **Ruby, Typescript, and GraphQL** to build new features for the Jobber platform.
- Migrated features from a legacy **Rails** application to a new **SPA React** application.
- Researched and prototyped live **API** integrations for the Jobber platform with new service providers.
- Used **Jest** and **RSpec** to create unit tests with at least 80% coverage on all PRs.

Activision   May 2024 – May 2025
Software Developer Intern   *Vancouver, BC*
- Developed core UI components for **Call of Duty: Black Ops 6** using **React/JavaScript** based on **Figma** mockups provided by the design team, serving millions of users.
- Designed and implemented a discord integration using **Java** with **Discord4J** to provide player stats on-demand.
- Optimized page rendering performance through memoization and CDN caching of player assets.
- Wrote unit tests and snapshot tests for UI components using **Jest**, ensuring reliability and quality.

Freelance   May 2023 – May 2024
Full-Stack Developer   *Remote*
- Developed an e-commerce platform for an **8,000+ player community** using **SvelteKit**, **Go**, and **PostgreSQL**. LINK
- Integrated **Stripe** for secure payment processing and **Discord OAuth** for seamless user authentication.
- Designed a virtual currency system and shop interface with real-time purchase notifications and delivery tracking.
- Delivered a responsive mobile-friendly UI with **Tailwind CSS**, ensuring a smooth user experience across devices.

PROJECTS

Gazprea Compiler | *C++, LLVM, MLIR, ANTLR4* | Specs
- Developed a compiler for a general-purpose language, generating **LLVM IR** using **MLIR** and supporting features like function calls, loops, conditionals, and 2D arrays.
- Implemented a lexer and parser using **ANTLR4**, generating a custom heterogeneous **Abstract Syntax Tree (AST)**.
- Wrote **unit tests** for every feature, ensuring comprehensive coverage and reliability, testing against a competitive suite of **600+ test cases**, ensuring quality and correctness.
- Configured **CI/CD** pipelines using GitHub Actions to automate compilation and testing workflows.

Prize Bot V2 | *Go, Postgres, AWS* | Github Link
- Developed a Discord bot in Go for community events; **active on 1000+ servers, tracking 440,000+ users.**
- Implemented a ticketing system for prize management and utilized AWS RDS for data storage.
- Integrated Stripe API for a premium subscription with Discord benefits.

Rust Poker Game | *Rust, PostgreSQL*
- Developed a multiplayer poker game in **Rust** that can be played with both cli, or networked connection to clients.
- Supports multiple game modes, including Texas Hold'em, 5 card draw, and other gamemodes.
- Implemented **PostgreSQL** database to store user data and game history.
- Utilized **Rocket** for the backend server allowing asynchronous connections to run multiple games at once.

TECHNICAL SKILLS

Languages: Golang, Python, C, C++, JavaScript, TypeScript, Rust, Java, HTML/CSS, SQL, RISC-V/ARM/X86
Frameworks/Libraries: SvelteKit, React, React Native, Next.js, Tailwind, HTMX, Flutter, ANTLR4, NPM/Bun, Node.js
Relevant Coursework: Algorithms, AI & Machine Learning, Computer Architecture and Assembly, Database Management, Compiler Design, Reinforcement Learning, Operating Systems
Tools: Git, Docker, CI/CD, AWS, PostgreSQL, SQLite3, Firebase, Android Studio, UNIX/Linux