TRAVIS WYATT

traviswyatt.com

(707) 560-1212 ▪ travis.i.wyatt@gmail.com
9120 Saint James Pl ▪ Windsor, CA 95492

SUMMARY

Software Engineer with 13 years experience specializing in smart phone applications, web development, client/server communications and server infrastructure technologies. Expert in Android, proficient in web technologies and Linux administration. Self motivated professional with exceptional problem solving skills and always eager to exercise creative ingenuity.

EXPERIENCE

Software Engineer II (2015 - Present)
FIS Mobile, San Francisco, California
Member of team tasked with developing secure mobile banking app with modern UI design elements and transitions.

- Optimized app animations and implemented custom layouts to help render thread remain in allotted 16ms render window.
- Contributed to open source framework to allow the use of backwards compatible animated vector graphics in Android, significantly reducing asset integration time.
- Improved continuous integration build configuration to perform automatic Android dependency retrieval.
- Presented at company-wide Lunch & Learns on topics ranging from Android best practices to Git tips and tricks.

Software / Electrical Team Member, Avionics & Telemetry (2013 - 2015)
SDSU Rocket Project, San Diego, California
Participated in three successful launches of two liquid propellent rockets: 26' (1000 lb·f thrust) Galactic Aztec and 18' Swiss Miss.

- Developed rocket data acquisition app and optimized existing I^2C library providing >400% increase in sensor sample rate.
- Designed and assembled custom electronics hardware enabling handoff of system control and power-to-auxiliary during launch, yielding 5% weight reduction.
- Programmed Android phone as onboard rocket computer to interface with rocket systems, log sensor data and launch control.

CTO, Co-founder (2013 - 2014)
A3D LABS, San Diego, California
Co-founder and software developer for A3D Labs, a startup focused on developing innovative and affordable 3D printers.

- Updated Marlin 3D firmware to perform real-time coordinate space conversions improving radial print resolution.
- Developed causation analysis flowchart software suite for client with an emphasis on remote control and 3D presentation features, saving client over $200k in proprietary software expenses.

Software Developer (2013)
SPACE MICRO, San Diego, California
Member of a team of engineers developing software for Rad-Hard (radiation hardened) space hardware.

- Developed tools in Java to configure, test and interface with Star Tracker (guidance system for space vehicles).
- Programmed multi axis gimbal to point Star Tracker to sky position of requested star, accounting for GPS location and time.

Software Developer, Co-founder (2010 - 2012)
BREW ENGINE, Santa Rosa, California
Co-founder and developer of an indie app studio publishing apps for Android / iOS.

- Developer on 7 apps in Android market. Over 250,000 installs, with ratings of 4.1/5.0.
- Sole developer of Slider iOS app (available at sliderapp.com) and Bring Ring (available on Google Play).
- Streamlined development work flow including orchestrating move from SVN to git.

Software Developer, Lead Developer (2007 - 2009)
THERMOGRAPHY LLC, Santa Rosa, California
Lead developer involved in creating software to interact with infrared camera hardware. Developed protocols and web presence to securely transfer patient data. Designed and maintained cluster based server infrastructure.

- Trained and led two developers in creating software suite utilizing PHP+SQL backend with an Adobe Flex frontend.
- Worked with large scale manufacturer, FLIR, to capture medical images using their IR camera API.
- Implemented server cluster with failover capabilities establishing a non single point of failure server infrastructure.

Software Developer, Web Application Development (2004 - 2006)
MIR MEDICAL IMAGING, Santa Rosa, California
Involved in technological development of data transfer suites and server infrastructure maintenance.

- Provided functional expertise for the planning, design, testing, and implementation of the interface between physician and clinical offices.
- Fixed defects and expanded medical image transfer infrastructure using PHP and SQL.

EDUCATION

Bachelor of Science in Aerospace Engineering, San Diego State University, 3.34 GPA, Grad. 2015
Minor in Computer Science, San Diego State University, Grad. 2015

TECHNICAL SKILLS

Software Languages:	Java, Android, JavaFX, HTML, CSS, JavaScript, PHP, C++, Objective-C, C89, Bash, Python, SQL
Libraries/Frameworks:	Retrofit 2, RxJava 2, OkHttp, AutoValue, auto-value-gson, Gson, ButterKnife, Espresso, Pi4J, libGDX, OpenGL, Firebase, JNA, JNI, Google AppEngine, GWT, Google APIs, Google Truth
Methodologies:	MVP, MVC, TDD, Agile, SCRUM, Software Design, Design Patterns, Object Oriented Design
Tools:	Android Studio, IntelliJ IDEA, git, Docker, git-svn, Gradle, SVN, MATLAB, Excel, Photoshop
Electrical/Hardware:	Raspberry Pi, Arduino, EagleCAD PCB Design, SolidWorks, I^2C, SPI, UART, PWM
Operating Systems:	Android, iOS, Linux (Debian, Gentoo, Ubuntu), OS X, Microsoft Windows
Server Administration:	MySQL, nginx, Apache, Samba, Shorewall/IPtables, BIND, Qmail, vpopmail, Amazon EC2

EXTRA CURRICULAR

President of Rocket Project, San Diego State University, Fall 2013
Facilitated fundraising campaign with the aspiration of raising funds to design and print a 3D printed rocket engine.
Control Systems Lead for Rocket Project, San Diego State University, Spring 2013
Developed custom circuit board and accompanying software designed to interface with sensors and remotely launch rocket.
Rocket Project Avionics Team Member, San Diego State University, Spring 2013 - Spring 2015
Developed rocket telemetry system to transmit rocket sensor data and trajectory information in real-time for entirety of flight.
Private Pilot Certificate, 2006
Earned private pilot certificate rating for single engine land planes, 140 hours logged as pilot in command.
Webmaster for Success Enabled Pilots, San Diego State University, Spring 2012