

Travis Chandler

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Education

Drexel University
Game Art and Production, B.S.
Computer Science Minor

Philadelphia, PA
June 2015

Technical Skills

Software/Tools: Unity3D, Visual Studio, MonoDevelop, Xamarin Studio, Jira, Autodesk Maya, Modo, Adobe Photoshop, Illustrator, Flash, Dreamweaver, Microsoft Word, Powerpoint, Excel
Programming Languages: C#, C++, Objective-C, PHP, Java, Javascript, Python, Lua, SQL

Job Experience

Biostream Technologies
Software Developer

Philadelphia, PA
November 2015 - Present

- Lead development of a therapy game for children with autism designed to improve social skills.
- Implemented analytics systems to record data for research purposes.
- Created tools to ease the implementation of updated characters and other assets.
- Communicated with researchers create a game experience to have the highest impact on players.
- Utilized external biosensors to track user data, including eye positions and emotions.
- Adapted purchased tools when the original tool didn't meet the teams needs.

Sweet Roll Studio
Software Developer/Project Manager

Philadelphia, PA
October 2013 - Present

- Implemented key functionalities within the games.
- Managed teams varying from 3 to 10 people, including task management and sprint planning.
- Planned for, and released, on iOS and Android App Stores.
- Developed marketing plan, including a 'partnership' with the ASPCA.
- Refined the design and implementation of the user interface.
- Provided post-launch support, including updating the game with new features and fixing bugs.
- Interviewed with multiple publications, including Philadelphia City Paper and philly.com.

Entrepreneurial Game Studio - Drexel University
Software Developer

Philadelphia, PA
September 2014 - June 2015

- Implemented client-side hooks into Node.js server.
- Resolved issues with server-client interactions, such as unfound images.
- Designed and implemented key parts of the user interface.
- Attended Chi 2015 conference in Seoul, South Korea to showcase a project.
- Taught weekly classes to interested game development students.

Shenandoah Studio
Software Developer

Philadelphia, PA
September 2013 - August 2014

- Developed quick, efficient solutions to difficult problems.
- Tested projects by developing unit tests to verify the functionality of implemented code.
- Assisted in technical design of in-house tools and games.
- Worked with artists to discuss proper implementation of art assets.
- Shipped two games with the team, and worked on a third, unreleased game.
- Wrote articles on an internal Wiki to assist new developers get acclimated with a project quickly.