

## Travis Chandler

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### Job Experience

#### ***Night Kitchen Interactive***

Software Developer

Philadelphia, PA

November 2018 - Present

- Developed an AR and VR museum tour app using Vuforia and Unity's AR Foundation for iOS and Android.
- Optimized existing system to use less memory, leading to an increase in device functionality.
- Built and installed a large touchscreen game, giving users a unique experience based on choices.
- Posted screen shots from a Unity game to a website, and parsed them to display recent images.
- Managed a small team to quickly integrate content and designs for public demonstrations of projects.

#### ***Drexel University***

Adjunct Professor

Philadelphia, PA

September 2018 - Present

- Taught both art and programming classes to Freshmen through Senior level students.
- Developed lectures for classes based on a new syllabus to ensure industry standards were taught.
- Lead group discussions on the current state of the game industry and it's cultural impact.

#### ***Biostream Technologies***

Software Developer

Philadelphia, PA

November 2015 - December 2018

- 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 to create a game experience to have the highest impact on players.
- Utilized external bio-sensors to track user data, including eye positions and emotions.
- Adapted purchased tools, such as Lip Sync Pro, when the tools didn't meet the teams needs.

#### ***Sweet Roll Studio***

Founder/Software Developer/Project Manager

Philadelphia, PA

October 2013 - June 2019

- Implemented core functionalities for 3 shipped titles for PC and Mobile platforms.
- Provided post-launch support, including updates to games with new features and bug fixes.
- Utilized project management tools such as JIRA and Trello to track the development process.
- Managed teams varying from 3 to 10 people, including task management and sprint planning.

#### ***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 upload validation when uploads were failing.
- Built a scavenger hunt type application for interested conference goers to meet new people.
- Attended Chi 2015 conference in Seoul, South Korea to showcase a project, and handle potential bugs.

#### ***Shenandoah Studio***

Software Developer

Philadelphia, PA

September 2013 - August 2014

- Developed systems to handle marching units on a hex grid remaining in proper formation.
- Tested projects by developing unit tests to verify the functionality of implemented code.
- Worked with artists to discuss proper implementation of art assets.
- Shipped two games with the team, and worked on a third, unreleased game.
- Managed tasks through Fogbugz and helped to create wiki pages to document development.

### Technical Skills

Tools: Unity3D, Visual Studio, Unreal Engine, Maya, Photoshop, Illustrator, Dreamweaver  
Programming Languages: C#, C++, PHP, Javascript, Python, MySQL

### Education

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

Philadelphia, PA  
June 2015