Travis Schlief

Junior Developer

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PROJECTS

Little Lake — *Web App*

Designed and developed a multiplayer fishing game from concept to execution. This project showcased backend infrastructure, relational databases, authentication systems and websockets for real-time communication.

CoinMelon — *Web App*

Created a simulated cryptocurrency trading platform, CoinMelon, which provided users with a realistic environment to buy and sell fake coins. Leveraged Express.js for seamless backend development and integrated an API for real-time crypto data, demonstrating proficiency in full-stack web development and API integration.

PseudoBlog — *Web App*

Engineered and crafted a dynamic blog platform using Node.js and Express, enabling users to effortlessly create, edit, and delete content. Demonstrated proficiency in backend web development.

A Mazing Game — *Webpage*

Constructed an engaging puzzle game where players navigate through a maze by clicking tiles to find the end point. Demonstrated proficiency in game design and user interface development, creating an immersive and interactive gaming experience.

Work Experience

Self Employed Drywall Finisher — *2008 - Current*

- Tape, mud and sand high quality custom homes, using the latest taping tools and technologies.
- Work efficiently alone and with teammates to complete jobs on time and on budget.
- Identifying and resolve challenges in drywall installations

SKILLS

Languages:

Javascript, HTML, EJS, CSS, Solidity, SQL

Libraries & Frameworks:

Node.js, Express.js, Bootstrap, Socket.io, Bcrypt, JQuery, React, Web3

Tools & Platforms:

Git, Github, Visual Studio, Heroku, PostgreSQL

EDUCATION

Rutland Senior Secondary, Kelowna BC— *Grade 12*

January - 2006

Okanagan College, Kelowna BC

Calculus I - 2020

Calculus II - 2020

University Writing - 2020

INTERESTS

Gaming, astronomy, fantasy & sci-fi audiobooks, crypto, Twilight Imperium 4 board game.