

Travis Erwin

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PROFESSIONAL SUMMARY

Computer Science student graduating in December 2026 with a 4.0 GPA from Southern New Hampshire University with hands-on experience designing, developing, testing, and deploying software across web, mobile, desktop, and game development projects. Proficient in Java, C++, Python, and JavaScript, with experience using React, Next.js, Android, Unreal Engine 5, Git, and AWS. Strong foundation in object-oriented programming, software security, testing, and the software development lifecycle, complemented by years of professional leadership experience that translates into effective collaboration, accountability, and a strong work ethic.

EDUCATION

Bachelor of Science in Computer Science

Manchester, NH

Southern New Hampshire University - Expected December 2026

GPA: 4.0/4.0

Dean's List & Honor Roll (Every Semester)

SKILLS

Programming Languages: C++, Java, Python, SQL, JavaScript

Core Concepts: OOP, Data Structures, Algorithms, SDLC, Debugging, Unit Testing, SCRUM

APIs & Frameworks: RESTful APIs, Spring Boot, Node.js, Next.js, React

Database Management: MySQL, MongoDB

Cloud and Tools: AWS Amplify, Git, GitHub, Visual Studio, Eclipse, Android Studio, Unreal Engine 5, VScode

Testing & Security: JUnit, OWASP Dependency-Check

PROJECTS

[Developer Portfolio Website \(React / Next.js\)](#)

- Developed a responsive single-page portfolio application using React and Next.js, implementing component-based architecture, client-side navigation, and modern UI design principles.
- Implemented continuous deployment with GitHub and AWS Amplify for automatic production deployments.
- Configured a custom domain, DNS records, and HTTPS using AWS Certificate Manager.
- Optimized the site for desktop and mobile devices using responsive design principles.

[Android Weight Tracking Application](#)

- Designed and implemented a locally hosted Android application in Java using Android Studio and SQLite, architected to support an unlimited number of users with full data isolation per account.
- Built features including user authentication, goal tracking, weight logging, and SMS milestone notifications.

[First-Person Arena Shooter Prototype \(Unreal Engine 5\)](#)

- Built a first-person arena shooter prototype implementing enemy AI, behavior trees, AI perception, projectile weapons, collision detection, health management, respawn logic, pickups, and HUD elements.

[Secure Web Application \(Java / Spring Boot\)](#)

- Implemented SHA-256 password hashing and a secured REST endpoint, configured HTTPS, and conducted vulnerability analysis.

[Data Sorting Algorithm, Software Testing, & Validation Suite \(Java / JUnit\)](#)

- Developed Contact, Task, and Appointment management systems in Java and validated them using JUnit.
- Applied black-box and white-box testing techniques to achieve high code coverage.

WORK EXPERIENCE

Delivery Driver

May 2020 – Present

*Uber / Spark / Amazon Flex**Wichita, KS*

- Managed high-volume deliveries across multiple platforms while maintaining excellent customer satisfaction and optimizing routes for efficiency..

Production & Logistics

March 2017 – May 2020

*Walnut River Brewing**El Dorado, KS*

- Coordinated inventory and logistics while collaborating with cross-functional teams to improve production efficiency.

Bar Manager

October 2012 – March 2017

*The Hungry Heart**Wichita, KS*

- Managed bar operations, scheduling, inventory, and staff training in a high-volume environment.
- Led a customer-focused team while maintaining quality, safety, and operational standards.

Delivery Driver

February 2007 – August 2012

*FedEx Ground**Wichita, KS*

- Planned and executed daily delivery routes while consistently meeting safety and on-time performance standards.