Gregory Travis

Senior Software Engineer And Functional Programming Enthusiast

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🌐 https://gregorytravis.me/   📍 New York City, NY

Principal software engineer and tech lead with real-world project management experience and a proven ability to bring products from requirements to public launch. Functional programming enthusiast.

Skills: Rust, Ruby, Go, Python, Haskell, Javascript, Coffeescript, Java, C++, C, x86; Angular, React Native, Closure; MapReduce, Google Compute Engine; SQL, Firebase; AWS, DynamoDB, S3, Redshift, Spectrum.

Professional Experience

Senior Software Engineer / Library Team Lead   **1/2023 - Present**
Enso, Inc.   **New York, NY**

- Implement end-user libraries for Enso data-science language and IDE
- Develop library infrastructure in Enso and Java
- Benchmarking and optimization

Principal Engineer   **5/2017 - 10/2022**
ListenFirst Media, Inc.   **New York, NY**

- Implemented and maintained custom high-efficiency storage systems on top of standard AWS cloud products
- Reduced cloud costs for a rapidly-growing data warehouse on a tight budget
- Full-stack engineering

Independent Contractor   **12/2016 - 5/2017**
Institute of Noetic Sciences   **New York, NY**

- Principal architect and developer for a mobile game designed to test mental abilities
- Implemented and maintained serverless backend framework

Senior Software Engineer   **12/2007 - 11/2016**
Google, Inc.   **New York, NY**

- Tech lead and architect for two user-facing applications
- Senior software engineer in diverse areas including 3D graphics, cloud, e-commerce, legal applications, and large-scale infrastructure, with emphasis on protecting user data
- Led the Live Case team through a major international launch

Vice President, Technology Development   **3/2002 - 11/2007**

Dynamic Logic, Inc.   **New York, NY**

- Supervised all development for internal and client-facing tools and products for a leading online marketing research company
- Led development of statistics software, custom high-speed statistics database, web-based user interface, and high-traffic online ad tracking

Independent Software Consultant   **7/1997 - 7/2003**

- Full-stack engineering and architecture for numerous clients, including American Museum of Natural History, Children's Television Workshop/Sesame Workshop, MediaFarm, Watch Network, Architechtronics, Point Infinity/xDSL.com, and LogicBomb

Software Engineer   **9/1995 - 9/1997**
EarthWeb, Inc.   **New York, NY**

- Designed and implemented real-time data delivery system in Java
- Designed and implemented Java-based web framework
- Developed miscellaneous Java libraries and demos, including 3D graphics

Lead Software Engineer   **4/1992 - 9/1995**
LookingGlass Technologies, Inc.   **Cambridge, MA**

- Lead programmer for ground-breaking flight simulator *Flight Unlimited*, one of the earliest software megatexture games
- Managed integration of code and build pipeline for a team of 12 programmers
- Designed and implemented a first-person 3D game interface

Talks
- ICFP F.A.R.M. 2020
- Haskell eXchange 2020
- Audio Programmer Meetup January 2021

Publications
- The JDK 1.4 Tutorial (Manning, 2002)
- Numerous technical articles (IBM developerWorks, WebTechniques, developer.com, and more)

Education

B.A. Computer Science   **Class of 1991**
Oberlin College   **Oberlin, OH**

- Coursework included 3D Computer Graphics, Denotational Semantics, Electronic & Computer Music Composition and Production
- Private Readings in 3D Computer Graphics and Compiler Design