Travis Bubb

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Profile

Curious Software Engineer with a strong foundation in backend development, distributed systems, and cloud infrastructure. Currently leading critical technical initiatives in a senior capacity, including architecting and delivering features for a strategic enterprise POC under tight deadlines. Experienced in designing and optimizing high-performance services, reducing response times by up to 50% in critical applications. Passionate about driving architectural discussions, collaborating with peers, and delivering clean, maintainable code. Motivated to architect and scale resilient systems that underpin modern software platforms.

Skills

- **Programming Languages:** C#, C, Go, Rust, Python
- **Cloud & DevOps:** Kubernetes, Docker, ArgoCD, Azure DevOps (CI/CD)
- **Backend & Messaging:** gRPC, REST, GraphQL, Azure Service Bus
- **Databases:** SQL Server, Azure Cosmos DB, Redis, PostgreSQL
- **Monitoring & Analytics:** Azure Synapse Analytics, Power BI, New Relic
- **Tools:** Git, Postman, Apache JMeter

Experience

Software Developer | Gateway Ticketing Systems Inc. – August 2022 – Present

- Lead development of backend services powering mission-critical features: 15+ REST APIs, 12+ event-driven consumers, and time-sensitive scheduled jobs.
- Drive architectural discussions, coordinate implementation plans with stakeholders, and drive project direction.
- Modernized legacy systems by introducing event-driven microservices using **Azure Service Bus** and **SQL Server Service Broker**, enabling smooth data sync between cloud and on-premise systems.
- Conducted performance profiling and load testing with **Apache JMeter**, achieving up to **50% reduction in API response times** and increasing reliability under load.
- Developed a robust webhook delivery system enabling real-time data syncing for external customers.
- Mentor junior developers and interns, conduct code reviews, and help define development best practices to improve team effectiveness and onboarding processes.
- Present new features and technical improvements to product leadership and customers, directly incorporating customer and stakeholder feedback into ongoing development.

Software Developer Intern | Gateway Ticketing Systems Inc. – May 2022 – August 2022

- Developed REST APIs for a proof-of-concept product integrating blob storage and SFTP support.
- Improved internal tools by optimizing load times and enhancing user experience, resulting in 40% faster workflows.
- Conducted performance testing on a major e-commerce platform, identifying key bottlenecks for remediation.

Projects

BlazeKV (Distributed Key-Value Store)

- Designing a high-performance distributed key-value store to explore data durability, replication, and fault tolerance in Rust.
- Currently supports write-ahead logging for crash recovery; upcoming features include consistent hashing for sharding and Raft-based replication.

AetherOS (OS Implementation)

- Building a minimal x86_64 operating system from scratch to deepen systems programming and architecture skills.
- Implemented VGA text output, serial logging with printf-style formatting, a custom memory layout, and a pluggable unit test framework using C and x86 Assembly in QEMU.

Worshiply (Church Management SaaS)

- Lightweight SaaS platform for small churches, focused on simplicity, affordability, and essential features.
- Currently developing modules for member tracking, donation reporting, and event scheduling using a Go backend, PostgreSQL, and a modern Next.js frontend.

Education

Kutztown University of Pennsylvania, Kutztown, PA
M.S. in Computer Science, May 2023 | GPA: 4.0

Kutztown University of Pennsylvania, Kutztown, PA
B.S. in Computer Science, May 2022 | GPA: 3.85 cumulative, 3.88 major