

Travis Iles

Software Developer · C# / TypeScript / React

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[Portfolio](#) | [LinkedIn](#) | [GitHub](#)

PROFESSIONAL SUMMARY

Graduate software developer with a Bachelor of Games and Interactive Environments and hands-on experience building interactive applications and web products in C#, JavaScript and TypeScript. Comfortable across the development lifecycle — designing systems, writing clean modular code, debugging, profiling and shipping working builds. Delivered a High Distinction capstone application for industry client Energy Queensland and maintain a public portfolio of self-built projects using React, Next.js and Unity. A fast learner who works AI-natively and is eager to contribute to a product engineering team.

TECHNICAL SKILLS

Languages: C#, JavaScript, TypeScript, HTML/CSS

Web & Frameworks: React, Next.js, Tailwind CSS, .NET (Unity), responsive UI

Engineering: OOP design, algorithms & data structures, state-machine architecture, performance profiling, iterative testing & debugging

Tools & Workflow: Git, Visual Studio, Unity, Unreal Engine, AI coding tools, Adobe Creative Suite

SELECTED PROJECTS

Developer Portfolio Web App

2026

React, Next.js, TypeScript, Tailwind CSS — deployed on Vercel

- Designed and built a responsive single-page portfolio from scratch with a component-based architecture and custom IDE-style theming.
- Managed the full build and deployment pipeline, from local development through to production hosting.

Electrical Safety Training Simulation (Capstone)

2025

Unity, C# — industry client: Energy Queensland · Grade: High Distinction

- Built an interactive application simulating low-voltage electrical safety procedures for apprentice training.
- Implemented UI, interaction systems and animation-driven feedback against a real client brief and deadline.

Treachery — Retro FPS

2026

Unity, C# — solo developer

- Architected modular gameplay systems in C#: enemy AI with state machines, weapon mechanics and wave-based progression.
- Profiled and optimised performance, integrated audio and UI, and shipped a complete playable build showcased online.

Cyber Guardians — Educational Game

2025

Unity, C# — team project

- Developed interaction and dialogue systems teaching children cybersecurity concepts.
- Worked with a subject-matter expert to translate requirements into working, tested features.

WORK EXPERIENCE

STEM Educator / Facilitator

Feb 2026 – Apr 2026

STEAM Powered Education — Brisbane, QLD (Casual)

- Delivered hands-on robotics, coding and technology workshops for students aged 5–15 aligned to the Australian Curriculum.
- Communicated technical concepts clearly to non-technical audiences and managed group learning environments.

Cocktail Bartender & Hospitality (concurrent casual roles)

2019 – Present

Montague Hotel; Shafston Hotel; Toll IPEC; Super Retro — Brisbane, QLD

- Self-funded studies through casual work while completing a full-time degree — demonstrating reliability, time management and customer-facing professionalism.
- At Super Retro, maintained and repaired retro gaming hardware, applying practical technical troubleshooting.

EDUCATION

Bachelor of Games and Interactive Environments (Game Design Major)

Graduated Aug 2025

Queensland University of Technology (QUT), Brisbane

- Strong focus on programming, algorithms, data structures and interactive systems across studio and capstone units.
- Capstone (High Distinction): designed and built an interactive training simulator for apprentice electricians for industry client Energy Queensland.

CERTIFICATIONS & LICENCES

Blue Card – Working with Children Check (QLD) · RSA & RSG · Certificate of Hospitality · Open Manual Driver's Licence (own car)

ACHIEVEMENTS

- Commendation from a Gameloft representative for the quality of a personal game project.
- High Distinction capstone project (Energy Queensland training simulator).
- Gold Medal, Long Jump – Australian Junior Championships; School Prefect & Athletics Captain, Brisbane State High School.