

# Travis Gasque

Email: tgasque@gmail.com

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## Summary of Qualification

Experienced in audio engineering, storytelling, and narrative creation. Work expertise in mechatronic and conceptual design. Imaginative problem solver with the ability to translate new ideas and concepts into exiting new stories and systems.

## Core Competencies

Narrative Character Design  
Project Leadership

Quality Control  
Prototyping and R&D

Narrative Setting Design  
Creative Problem Solving

## Education

GEORGIA INSTITUTE OF TECHNOLOGY

Atlanta, Ga

*Master of Science in Digital Media*

August 2014 – May 2016

GEORGIA SOUTHERN UNIVERSITY

Stateboro, Ga

*Masters of Science in Applied Engineering*

January 2013 – May 2013

GEORGIA INSTITUTE OF TECHNOLOGY

Atlanta, Ga

*Bachelors of Science in Mechanical Engineering*

August 2006 – May 2012

## Technical and Computer Knowledge

- Java
- 3D SOLIDWorks
- 2D/3D AutoCAD
- C/C++
- Microsoft Office
- Robotic Design
- Renewable Systems
- BASIC STAMP
- LabView/MATLAB

## Professional Experience

GEORGIA INSTITUTE OF TECHNOLOGY

Atlanta, Ga

Ivan Allan College Web Developer

October 2014 - Present

Worked with institute faculty to create portfolio and faculty websites. Worked with faculty and institute to develop online projects and research.

- Interviewed and created prototype websites for faulty members.
- Integrating the West Side Project websites into single cohesive space and design.
- Collaborating with the School of Public Policy to update online Entrance and Exit Survey.

Freelancer

Online

Audio Engineer

January 2011 – Present

Worked with online communities to edit audio files, such communities include Fiverr and The Drunk and the Ugly online forums, and WREK Atlanta.

- 100% satisfaction over 8 projects on Fiverr.com

- Consulted member of the Drunk and Ugly forum on audio setup and content creation
- Currently editing a 10+ session campaign for Drunk and Ugly forum member.

### 1-800COURIER

Atlanta, Ga

Logistic Coordinator

July 2014 – October 2014

Coordinated with Google to ensure project and couriers made delivery deadlines. Assisted on-the-ground couriers with information, advice, and delivery instructions.

### POREX CORPORATION

Fairburn, Ga

Co-op Student and Part-Time Engineer

January 2009 – December 2011

Hired as a mechanical engineering co-op, original functions were to shadow and assist product development. Eventually worked with Engineering Management on faculty integration, Quality Services on product testing and control, and Research and Development on new product design and testing.

- Re-programmed micro-comparator routines to ensure quality of medical devices and maintain Quarter profits.
- Trained 3 shifts of Quality Services technicians totaling over 10 employees in the proper use and development of micro comparator routines.
- Coordinated with Engineering Management on the acquisition and merger of MicroPore facility, employees, and products with Porex.
- Built a testing rig to research a possible improvement to a medical product that would increase absorption of particulates without compromising current design.

## Projects

The Drunk and the Ugly

August 2012 – Current

Content writer, designer, and audio engineer. Edited RPG campaign audio. Currently designing and managing a campaign for Patreon patrons; as well as designing future campaign for main cast.

ScifiLab at Georgia Tech

August 2007 - Current

Director, manager, and host for Georgia Tech's weekly student run Science Fiction radio show.

DramaTech Theater

August 2010 – December 2011

Designed, built, and managed properties for theatrical productions. Designed and managed Audrey II properties for Little Shop of Horrors production.

Kappa Sigma Fraternity

August 2008 – August 2011

Mechatronics Designer for homecoming display from fall 2008 to fall 2011. Mechatronics included animatronic bands, dancing elephant, and automobiles. Best Display winner three years in a row.

Georgia Tech

August 2012

Researched and Design of a vertical wind turbine to be used as an alternate energy source for low wind speed and coastal areas of the United States.