EZRA JOHNSON

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EDUCATION

Bachelor of Computer Science, California Institute of Technology   Expected 2025

SKILLS

Programming Languages	Java, C, Python, JavaScript, HTML, CSS
Tools	Git, Mercurial, NumPy, React, NextJS
Languages	English (native), Spanish (basic)

EXPERIENCE

Software Engineer Intern   June 2022 - Sept 2022
Meta (Facebook)   *New York, NY*

- Developed the backend of a new feature for Instagram Stories as a server engineer using Django.
- Onboarded full-time engineers onto the project to take over after my internship duration.
- Presented on my work in an org-wide event.

STEP Intern   June 2021 - Sept 2021
Google   *Remote*

- Developed an internal web application using JavaScript, Google Closure Templates, a microservice framework, and more on the Google Lens in Photos Team.
- Collaborated closely with another intern to develop the product, and conducted code reviews.
- Utilized the Mercurial version management system.

FSRI Student Researcher   July 2020 - Aug 2020
Caltech   *Remote*

- Researched the gene expression in the gut of mice in order to discover which genes may be correlated with Parkinson's Disease in the Mazmanian Lab.
- Leveraged Python, NumPy, and Pandas to analyze the gene expression data.

PROJECTS

Personal Website. Developed a personal website in NextJS and hosted it using Vercel. Learned HTML, CSS, and React.

Physics Engine. Collaborated in a team of four to develop a physics engine entirely in C. Developed a video game using said physics engine where a user has to navigate a spaceship through a generated array of asteroids. Utilized Git for version control.

3D Rendering of Snake Game. Developed a 3D rendered version of the snake game in Java. Researched 3D rendering techniques in Java before implementing them for our school's computer science fair.

EXTRACURRICULARS

Undergraduate Computer Science Club Member of the Undergraduate Computer Science club which hosts workshops and small hackathons for members.

Track and Field Thrower on the varsity track and field team.