

# EZRA JOHNSON

+1(614) 937-9893 ✧ Pasadena, CA

[ezra.johnson85@gmail.com](mailto:ezra.johnson85@gmail.com) ✧ <https://www.linkedin.com/in/ezra-johnson/> ✧ [www.ezrajohnson.me](http://www.ezrajohnson.me)

## EDUCATION

**Bachelor of Computer Science**, California Institute of Technology

Expected 2025

## SKILLS

<b>Programming Languages</b>	Java, C, Python, OCaml, Ruby, SQL, JavaScript, HTML, CSS
<b>Tools</b>	Git, Mercurial, NumPy, React, NextJS
<b>Languages</b>	English (native), Spanish (basic)

## EXPERIENCE

**Software Engineer Intern**

June 2023 - Sept 2023

Stripe *New York, NY*

- Adapted existing API and database models to provide essential transaction information to clients using Apache Kafka and Ruby.
- Updated the Stripe Dashboard in React to show my changes to the models.
- Saved company tens of man-hours per week and followed through on a highly requested client feature.

**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.

## 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.