

# Jared Ezell

jradezell@gmail.com | [linkedin.com/in/jared-ezell](https://www.linkedin.com/in/jared-ezell) | [github.com/bingoof](https://github.com/bingoof) | (808) 688-8970

## EDUCATION

**The University of Michigan**, Ann Arbor, MI

Dec 2027

*Bachelor of Science in Engineering, Computer Science, GPA 4.0*

**Relevant Coursework:** Data Structures and Algorithms, Computer Organization, Linear Algebra

## WORK EXPERIENCE

**Computer Science Teaching Assistant**

Oct 2023 – Dec 2023

*Punahou School, Honolulu, HI*

- Mentored 15+ students by breaking down complex concepts in Python and C, deepening understanding and improving problem-solving skills.
- Coordinated in-class activities including timed problem sets and group programming assignments to promote collaborative learning
- Shared an enthusiasm for computer science, helping students gain confidence and a curiosity for programming

## PROJECTS

**Resilient Reef Restorer**

Aug 2023 – May 2024

*Malama Maunalua*

- Developed an educational video game for a non-profit organization in Unity featuring background music, 2D animation, and stylized UI, transforming education into an engaging experience
- Merged four separate minigames into one cohesive story mode using GitHub for version control, communicating with peers to minimize conflicts
- Implemented in-game informational cards detailing prominent threats to local reef, aligning with Malama Maunalua's mission to promote environmental awareness

**VR-chives**

Sep 2023 – Jan 2024

*Punahou Archives Department*

- Digitized nine historical objects by creating precise 3D models using photogrammetry, modernizing Punahou School's archival methods
- Built an immersive virtual museum on Unity's VR platform, enabling hands-on interaction with the artifacts and introducing a new way to explore the school's history
- Conducted on-campus VR testing with engineering department heads and assistant principal to evaluate usability and establish quality control

## CAMPUS INVOLVEMENT

**Club Founder**

Oct 2022 – May 2024

*Rubik's Cube Club*

- Organized school-wide club meetings for 35+ members, managed local tournaments, and planned club excursion to official World Cube Association competition
- Directed workshops on advanced techniques and algorithms, motivating members to improve while building teamwork through collective learning
- Utilized Google Sheets to calculate an average of 5 solves to rank each individual club member, incentivizing faster times through friendly competition

## TECHNICAL SKILLS

- Programming Languages: Proficient in C++, Familiar with C#, C, and Python; Exposed to MATLAB, HTML, and CSS
- Technologies: Proficient in Unity, Familiar with Git