

Gavyn Ezell

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SKILLS

- **Programming Skills:** Python, C++/C, Javascript, PHP, SQL, Java
- **Technologies:** Node.js, Express, MySQL, MongoDB, Docker, Unity, Laravel, Kafka, NumPy, FastAPI, AWS

EDUCATION

University of California, San Diego

BS, Computer Science

2020 – 2024

La Jolla, CA

- **Relevant Coursework:** Advanced Data Structures, Design and Analysis of Algorithms, Software Engineering, Database System Principles, Computer Graphics, 3D User Interaction

EXPERIENCE

GoFundMe – Software Engineering Intern

July 2023 – September 2023

Remote

- Worked with a data engineer to build a lightweight API, which standardized event streaming protocols for analytic and machine learning teams
- Wrote unit tests using PHPUnit to ensure proper integration and deployment of the API within GoFundMe's main microservices

VoLo Foundation – Software Intern

July 2022 – September 2022

Remote

- Gathered and organized data from multiple health wearable APIs, then designed and developed a web app using Flask, giving users centralized access to data

PROJECTS

SSBU Personalized Player Tracker

- Designed and developed a personalized web dashboard using Express.js and MySQL for monitoring pro players in the Super Smash Bros. Ultimate competitive eSports scene
- Utilized Start.gg's GraphQL API, for easier monitoring of your favorite competitors and their stats, such as recent placements, upcoming tournaments, and socials
- Additionally incorporated Twilio's Messaging API for a simple notification system

Ray Tracer from Scratch

- Following OOP design and practices, built a small ray tracer in C++
- Ray tracer can read a formatted scene description file, and render a PNG image containing transformed triangles, spheres, and lighting
- Incorporated the Blinn-Phong reflection model, handling recursive ray tracing for specular reflections
- Implemented a Bounding Volume Hierarchy, for accelerated rendering runtime, cutting down hours of rendering down to seconds
- Additionally created a script for translating .obj files into a readable files for the ray tracer

Eventify - ACM Projects

- Worked with a group of six people to build a web app where users could easily browse events on campus, and even promote their own events on campus
- Used Express.js and MongoDB for API building and database functionality. Additionally used an AWS S3 bucket for image storage, and Passport.js for user authentication