# Gavyn Ezell

(808) 264 - 8108 | ezellgavyn@gmail.com | linkedin.com/in/gavyn-ezell | gavyn-ezell.github.io/PortfolioV2

## **EDUCATION**

## University of California - San Diego

2020 - 2024

Bachelor of Science, Computer Science

**Relevant Coursework:** Design and Analysis of Algorithms, Software Engineering, Database System Principles, 3D User Interaction, Intro to Machine Learning, Intro to Parallel Computing

## **EXPERIENCE**

GoFundMe

July 2023 – September 2023

Software Engineering Intern

San Diego

- Collaborated with a software engineer to build an internal API using FastAPI and Kafka, which standardized event streaming protocols for business analysis and machine learning teams
- Implemented event listeners into several of the site's main microservices, using PHP and Laravel
- Wrote thorough unit tests using PHPUnit to ensure proper integration and deployment of event listeners

## **VoLo Foundation**

July 2022 – September 2022

Software Intern

Remote

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

#### **SKILLS**

Languages: Python, C++, C#, JavaScript, PHP, SQL, Java, Assembly

Frameworks and Libraries: FastAPI, Express, Laravel, PyTorch, CUDA, NumPy, Pandas

Technologies: Node, MySQL, MongoDB, Docker, Kubernetes, Kafka, AWS, Unity

## **PROJECTS**

## Ray Tracer from Scratch

- Built a ray tracer in C++ which can read a formatted scene description file, and render a PNG image containing transformed triangles, spheres, and lighting
- 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

## **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 tourneys, and socials
- Additionally incorporated Twilio's Messaging API for a simple notification system

## **Eventify - ACM Projects**

• Worked with a group of six people to build a web app using Express, MongoDB, and AWS, so students could easily browse or promote their own events on campus