Gavyn Ezell

ezellgavyn@gmail.com ❖ (808) 264-8108 ❖ linkedin.com/in/gavyn-ezell

EDUCATION

University of California, San Diego   **2020-Present**
BS, Computer Science   *San Diego, CA*

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

SKILLS

Languages: Python, JavaScript, C++, C#, SQL
Technologies/Frameworks: Node.js, Express, MySQL, MongoDB, Unity, Docker

WORK EXPERIENCE

GoFundMe – Software Engineering Intern   **June 2023 – September 2023**
Remote
- Worked with a data engineer to build Eventer, a lightweight API for event streaming, using Python, FastAPI, and Apache Kafka
- Collaborated with backend developers to help integrate Eventer within the company's microservices that handled accounts and fundraisers

VoLo Foundation – Software Intern   **July 2022 – September 2022**
Remote
- Collaborated with a small team to create a simple web app for quick access to user data for health wearables, such as Fitbit, Oura, and Dexcom, through third party APIs
- Used pandas for data processing and manipulation to build organized CSVs for related health data

Jamba Juice – Crew Member   **June 2019 – August 2019**
Honolulu, HI
- Responsible for setting up store front and kitchen for opening shifts
- Serviced customers at the register as well as preparing their orders

PROJECTS

SSBU Personalized Player Tracker
- Used Express.js and MySQL to create a personalized web dashboard for specific player information for the Super Smash Bros. Ultimate competitive eSports scene.
- App makes use of Start.gg's GraphQL API, for easier monitoring of your favorite competitors and their info, such as recent placements, upcoming tourneys, and socials
- Built a relational schema for handling site users and personalized dashboard data
- Incorporated Twilio's Messaging API for a simple notification system

Ray Tracer from Scratch

- Built a simple ray tracer from scratch in C++, under OOP design and practices
- 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 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, MongoDB, and Mongoose for managing user and event data. Additionally used an AWS S3 bucket for image storage, and Passport.js for user authentication

EXTRACURRICULARS

Video Game Development Club   **April 2022 – June 2022**
General Member   *La Jolla, CA*

- Learning game development by participating in an official school Game Jam
- Scripting in C# within the Unity Game Engine to create simple 2D game functionality, such as movement, and interactive UI
- Additionally learning FL Studio for creating music, and Audacity to for in-game sounds

Other Likes and Hobbies: Piano, Video Games, Surfing, Exercise, YouTube, Pho and Ramen, NYT Mini Crossword, VR