

Gavyn Ezell

ezellgavyn@gmail.com ❖ (808) 264-8108 ❖ [linkedin.com/in/gavyn-ezell](https://www.linkedin.com/in/gavyn-ezell)

EDUCATION

University of California, San Diego

BS, Computer Science

2020-Present

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
- Integrated multiple APIs within a Flask app, by managing token authentication and OAuth 2.0 protocols
- 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 tournaments, 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