

Gavyn Ezell

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

SKILLS

- **Programming Skills:** Python, C++, C#, Javascript, PHP, SQL, Java, Assembly
- **Technologies:** FastAPI, Node, Express, MySQL, MongoDB, Docker, Kubernetes, Laravel, Kafka, NumPy, AWS, Unity, CUDA, PyTorch

EDUCATION

University of California, San Diego

2020 – 2024

BS, Computer Science

- **Relevant Coursework:** Advanced Data Structures, Design and Analysis of Algorithms, Software Engineering, Database System Principles, Computer Graphics, 3D User Interaction, Intro to Machine Learning, Computer Vision, Intro to Parallel Computing, Introduction to Computer Architecture: A Software Perspective

EXPERIENCE

GoFundMe

July 2023 – September 2023

Software Engineering Intern

- 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 Engineering Intern

- 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

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

- 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

Eventify - ACM Projects

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