Gavyn Ezell

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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

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

EXPERIENCE

GoFundMe – Software Engineering Intern   **July 2023 – September 2023**
Remote
- Worked with a data engineer to standardize event streaming among analytics/ML teams within the company by helping build Eventer, a lightweight API made with FastAPI and Kafka
- Ensured proper integration of Eventer within GoFundMe's main microservices, through header enrichment and data formatting, all in PHP and Laravel

VoLo Foundation – Software Intern   **July 2022 – September 2022**
Remote
- Built a simple web app with Flask for centralized access to diverse health data collected by personal health wearables, such as Fitbit, Oura, and Dexcom, through third party APIs
- Used pandas for simple data processing and organization to cater towards users

PROJECTS

SSBU Personalized Player Tracker
- used Express.js and MySQL to create a personalized web dashboard for recent pro player information surrounding the Super Smash Bros. Ultimate competitive eSports scene.
- Leveraged Start.gg's GraphQL API, for easier monitoring of your favorite competitors and their info, such as recent placements, upcoming tourneys, and socials
- Incorporated Twilio's Messaging API for a simple notification system

Ray Tracer from Scratch
- Built a small 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 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