

# Gavin Sonntag

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## Education

### University of California, Los Angeles

*B.S., Computer Science and Engineering, 3.73/4.0 GPA*

Sep. 2024 – Present

*Los Angeles, CA*

### Wheaton Warrenville South High School

*High School Diploma, 4.71/4.0 GPA, 36/36 ACT*

Aug. 2020 – May 2024

*Wheaton, IL*

## Relevant Coursework

- Data Structures & Algorithms
- Discrete Structures
- Multivariable Calculus

## Experience

### Amazon

Incoming Summer 2025

*Software Development Engineer Intern*

*Seattle, WA*

- Selected by the Amazon Future Engineer program as one of 400 recipients of a \$40,000 scholarship and a summer internship.

### Minecraft Server Plugin Development

Jul. 2020 – Present

*Spigot API*

- Created hundreds of Minecraft server plugins in Java and Kotlin using the Spigot API, both for personal use and as paid commission projects.
- Implemented major databases for persistent data storage, as well as cross-server communication, such as MySQL, MongoDB, and Redis.
- Created full minigames, server administration, and other miscellaneous plugins to manage a custom server for friends with 20+ concurrent players.
- Managed version control using Git/GitHub.

## Projects

### Take 5 | *React Native, JavaScript, Expo Go*

Mar. 2023

- Won 2nd place at the MIT Blueprint Hackathon, working in a team to design, build, and test the app in 9 hours.
- Developed an app designed to remind users to take mental breaks, including features like an in-app 5-minute timer, custom notification system, motivational quotes, and custom art.
- Used React Native to create a cross-platform app working equally well on iOS and Android, incorporating components like Alert, Pressable, and StackNavigator.

### Ultra Hardcore | *Java, Spigot API, MongoDB*

Feb. – Apr. 2023

- Created a multi-world minigame plugin that generates a custom world and pre-loads the chunks before gameplay.
- Used reflection to modify the base game biome generator to exclude certain biomes.
- Added 60+ custom scenarios using proper OOP design and created a GUI to let "host" user select any combination.

### Wonky Kong | *C++, freeglut*

Feb. 2025

- Created a 2D video game in C++ demonstrating knowledge of STL data structures.
- Managed dynamically allocated memory for 100+ actors every 50 ms.
- Created movement logic and interactions for NPCs.

## Technical Skills

**Languages:** Java, Kotlin, C++, Python, HTML/CSS, JavaScript, SQL (MySQL, Postgres), NoSQL (MongoDB, Redis)

**Developer Tools:** VS Code, JetBrains IDEs (IntelliJ IDEA), Xcode, Vim

**Technologies/Frameworks:** Git, Linux (Arch, Debian, CentOS), Gradle, Maven

## Extracurriculars

### Theta Chi Fraternity

September 2024 – Present

*Beta Alpha Chapter, Recycling Chair*

*Los Angeles, CA*