Gavyn Ezell

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EDUCATION

University of California – San Diego   **2020 – 2024**
Bachelor of Science, Computer Science

SKILLS

Languages: Typescript, Python, Dart, C++, C#, PHP, SQL, Java,

Frameworks and Libraries: Next.js, React, Tailwind, Flutter, FastAPI, NumPy, Pandas, Selenium, BeautifulSoup, Laravel, CUDA

Technologies: Git, Docker, Google Cloud, AWS, Firebase, Supabase, MongoDB, Kafka, PostgreSQL, MySQL, Unity, Godot

EXPERIENCE

Coding Instructor   **November 2024 - Present**
iCode Bellevue   *Bellevue, WA*
- Teaching students foundational programming concepts and basic software practices through **JavaScript** and **Python**.

Software Engineering Intern   **July 2023 - September 2023**
GoFundMe   *San Diego, CA*
- Developed a real-time streaming pipeline using **FastAPI** and **Kafka** to standardize event streaming protocols for business analysis and machine learning teams.
- Collaborated with microservice teams to implement and test production-level event listeners in **PHP** and **Laravel**.

Software Intern   **July 2022 - September 2022**
VoLo Foundation   *Remote*
- Built a **Flask** app to centralize access to personal health data from various health wearables such as Dexcom, Fitbfit, and Oura.
- Presented a live demo of the web app to the foundation's leadership, receiving feedback for its functionality and design to plan for future changes to the app.

PROJECTS

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 hours of rendering time down to seconds.
- Additionally created a script for translating .obj files into readable files for the ray tracer.

VR Drummer
- Designed and created a Quest 2 VR game to simulate a real life drum kit, and included a simple 3D interfaced metronome.

VR Air Racer
- Built a VR air racing game, using the Quest 2's hand tracking capabilities for user interaction and control.

Augmented Reality Bowling
- Made an AR bowling game for Snapdragon AR glasses, played only through hand tracking.