

# Gavyn Ezell

(808) 264 - 8108 | [ezellgavyn@gmail.com](mailto:ezellgavyn@gmail.com) | [linkedin.com/in/gavyn-ezell](https://www.linkedin.com/in/gavyn-ezell) | [gavyns-voyage.vercel.app](https://gavyns-voyage.vercel.app)

## EDUCATION

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

2020 – 2024

**Relevant Coursework:** Design and Analysis of Algorithms, Software Engineering, Database System Principles, 3D User Interaction, Intro to Machine Learning, Intro to Parallel Computing

## EXPERIENCE

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### GoFundMe

July 2023 – September 2023

Software Engineering Intern

San Diego

- Collaborated with software engineers to build an internal API using FastAPI and Kafka, to standardize 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 Intern

Remote

- Designed and developed a web app using Flask, providing users centralized access to their personal health data
- Created a customizable experience for users to view and download their data as CSVs
- Gave a brief presentation and demo of the web app to the founder and other administrator's of the VoLo Foundation

## SKILLS

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**Programming Languages:** Python, C++, JavaScript, PHP, SQL, Java, Assembly

**Frameworks and Libraries:** FastAPI, Express, Laravel, PyTorch, CUDA, NumPy, Pandas

**Technologies:** Node, Three.js, OpenGL, MySQL, MongoDB, Docker, Kubernetes, Kafka, AWS, Unity

## PROJECTS

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### 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 a readable files for the ray tracer

### 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 favorite competitors and their stats, such as recent placements, upcoming tournaments, and socials
- Incorporated Twilio's Messaging API for a simple notification system

### Eventify - ACM Projects

- Worked with a team of six to build a web app using the MERN stack, enabling students to easily browse or promote their own events on campus
- Developed a data schema and managed data using Mongoose and MongoDB
- Used AWS S3 Cloud Object Storage to add an image upload feature

