EZRA JOHNSON

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EDUCATION

Bachelor of Computer Science, California Institute of Technology   Expected December 2025
Coursework: Data Structures and Algorithms, Software Design, Machine Learning, Computing Systems

SKILLS

Programming Languages	Python, Ruby, Java, C, JavaScript
Tools	Git, Mercurial, NumPy, PyTorch, React, NextJS
Languages	English (native), Spanish (basic)

EXPERIENCE

Software Engineer Intern   June 2024 - Sept 2024
Stripe   *New York, NY*

- Implemented personalized suggestions for the Universal Help widget to create a unique experience for support users on the Merchant Support Experience team using Ruby and TypeScript.
- Designed the personalization modules and wrote a proposal that went through design review.
- Generated machine learning predictions for over 170,000 support cases producing valuable data to reduce support agent costs.

Software Engineer Intern   June 2023 - Sept 2023
Stripe   *New York, NY*

- Adapted the Stripe Treasury API and database models to provide essential transaction information to clients and save Stripe tens of man-hours per week using Ruby and Apache Kafka.
- Engineered a new event subscriber system to populate the transaction models with data.
- Updated the Stripe Dashboard using React with TypeScript to visualize my changes to the models for all of the Stripe treasury users.

Software Engineer Intern   June 2022 - Sept 2022
Meta (Facebook)   *New York, NY*

- Developed the backend of a new feature for Instagram Stories using Django.
- Conducted a bug fix for the Instagram activity feed that was utilized by hundreds of millions of users.
- Presented on my backend design in an org-wide event to over 100 Meta employees.

PROJECTS

Mobile Robot. Constructed a mobile robot capable of localization, mapping, and planning around obstacles in a team of two. Utilized Python and ROS2.

Machine Learning for Medical Image Diagnosis. Developed a machine learning pipeline to produce a model that could identify 9 diseases from the CheXpert chest X-ray dataset in a small team. Utilized primarily Python and PyTorch.

Physics Engine. Collaborated in a team of four to develop a physics engine entirely in C. Developed a video game using said physics engine where a user has to navigate a spaceship through a generated array of asteroids.

EXTRACURRICULARS

Undergraduate Computer Science Club. Member of the Undergraduate Computer Science club.

Track and Field. Captain of the varsity track and field team as a thrower.