Gavin D'Hondt

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SUMMARY: Results-driven software engineer with experience in developing scalable and performant full-stack solutions with a focus on cloud technologies. Aspiring leader and mentor who kindles a passion for learning in others.

SKILLS

Programming languages: Java, C++, JavaScript, TypeScript, Rust, Python
Technologies: AWS, Spring Boot, Next.js, React, Tailwind CSS, SQL, Figma, Git, Linux, CI/CD
Soft skills: Communication, Organization, Adaptability, Curiosity, High standards, Attention to detail

WORK EXPERIENCE

Amazon   Apr. 2024 – Present
Junior Software Development Engineer   Detroit, MI
- Enable over 13 million sellers to sell goods globally on Amazon
- Conduct numerous large-scale migrations and code changes to modernize services
- Develop a novel tool to diagnose Seller Support issues, facilitating easier debugging for engineering teams
- Reduce maintenance overhead by aiding in deprecating and distributing responsibilities of legacy services

Private Tutor for Computer Science and Math   Nov. 2022 – Jan. 2024
Self Employed   Macomb, MI
- Mentored two high school juniors weekly to achieve a 5 in IB Computer Science
- Composed custom lesson plans with interactive learning experiences, code reviews, and homework projects
- Guided high school freshman to achieve an A in Algebra through detailed bi-weekly tutoring

EDUCATION

Oakland University – 4.0 GPA   **Expected: Dec. 2026**
B.S. in Computer Science   Rochester, MI
- 71 credits, member of Honors College, President's List for Fall 2023 and Winter 2024
- Relevant coursework: Data Structures, Intro to Computer Networks, C Programming and Unix, Object-Oriented Programming

PROJECTS

UniFit | unifit.me | Closed Source
Full-stack meal planning solution for university students
- Engineered an optimal meal plan generation algorithm using dynamic programming, reducing computation time and memory footprint both by over 90% compared to brute force approaches
- Architected a REST API to efficiently query ~800k meal plans considering various user preferences
Technologies used: Next.js, React, TypeScript, JavaScript, Tailwind CSS, PostgreSQL, Figma, Rust

Personle! | personle.app | github.com/declspecl/personle
Full-stack daily guessing game for characters from the video game series Persona
- Scaled application from launch to 600 peak DAU with a performant REST API and NoSQL database
- Achieved 99.9% uptime through automated CDK IaC pipelines on a self-hosted VPS
- Applied creative and accessible UI styling techniques to mimic the complex art style of Persona 5
Technologies used: Java, AWS, CDK/IaC, React, TypeScript, JavaScript, Tailwind CSS, Nginx, Figma