

# Branson Crawford

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## EDUCATION

### University of British Columbia

*B.Sc. Computer Science, Minor in Mathematics (GPA: 4.33/4.33)*

Vancouver, BC

Sep. 2023 – Apr. 2027

- Science Scholar: 2024–2025 Winter Semesters
- Relevant coursework: Machine Architecture, Intro To Networks, Intro to Databases

## EXPERIENCE

### IT Summer Student

*Regional District of Okanagan-Similkameen*

May 2025 – Sep. 2025

Penticton, BC

- Designed and implemented IT solutions to improve RDOS software and hardware infrastructure.
- Collaborated with staff and clients onsite/offsite to troubleshoot technical barriers.
- Analyzed security risks and system issues, delivering timely and effective solutions.
- Developed troubleshooting workflows and documentation to improve knowledge transfer.

### Volunteer Research Assistant

*Interaction on Curved Displays (Supervisor: A. Ullah)*

Dec. 2024 – Aug. 2025

Okanagan, BC

- Conducted meta-analysis on human interaction with large curved displays.
- Worked with team of undergraduate researchers to optimize findings.
- Performed literature searches, data synthesis, and drafted sections of analysis.
- Presented interim findings with other and adapted methodology based on feedback.

### Student Coder — FIRST Robotics Competition

*Princess Margaret Secondary*

Sep. 2022 – Apr. 2023

Surrey, BC

- Led coding team of 3 for robot build; implemented controls, debugging, and testing.
- Integrated mechanical/electrical subsystems into a functioning robot under deadlines.
- Managed iterative improvements and competition readiness within strict timelines.

## PROJECTS

### SQLite Clone | C

Aug. 2025 – Sep. 2025

- Built a lightweight SQLite-like database from scratch in C.
- Implemented file-format layout, B-tree indexing, and basic query handling.

### Command-Line Text Editor | C

May 2025 – Jul. 2025

- Developed a custom text editor forked from Kilo to improve usability.
- Enhanced performance using manual memory management for efficiency.

### Personal Website | HTML, CSS, JavaScript, Tailwind, Vite

Apr. 2025 – Sep. 2025

- Built a personal portfolio website to showcase academic and project work.
- Focused on responsive UI, accessibility, and content clarity.

### Quackdown (Game Jam Project) | Unity, C#

Jan. 2025

- Implemented 3D environments, character movement, and combat mechanics.
- Collaborated with 4 developers to complete the project within 48 hours.

## TECHNICAL SKILLS

**Languages:** C, C#, Java, Python, SQL, HTML/CSS, JavaScript

**Frameworks/Tools:** Unity, Tailwind, Vite, Git, Office 365

**Systems/Networking:** Windows OS, Linux (basic), Networking, Hardware Troubleshooting

**Soft Skills:** Communication, Client Support, Research, Team Collaboration