Kelby Kramer

kramerkelby@gmail.com
Mobile : +1-307-871-0539

http://www.kelbykramer.com
LinkedIn
GitHub

EXPERIENCE

Meta — Menlo Park, CA
Software Engineering Intern (Exceeds Expectations) — *May 2022 - Aug 2022*

- Designed optimal implementation solutions using RAFT strong consistency consensus algorithm across a distributed storage system that scales to 3 billion active users for WhatsApp messages (100 billion/day).
- Added witness replica functionality to existing RAFT implementation using Erlang/OTP. Upon launch reduced network throughput by 95%, CPU usage by 90%, and memory usage by 85%.
- Gave a company-wide Tech Talk that presented project and key metrics to senior leadership. Received Legendary Presenter Award for project presentation and impact.

Hall of Fame Bets — Remote
Software Engineering Intern — *Nov 2022 - Present*

- Designed and implemented a custom parlay optimizer and deep stats analysis tool. Implementation allows for users to easily understand the odds of different parlays and outcomes for sporting events across the NBA and NFL.
- Developed a fully custom responsive table library across the entire platform (Leaderboard, Deep Stats, and Parlay Optimizer) for viewing different statistical categories at custom user defined thresholds.

Art of Velocity — Remote
Software Engineering Intern — *Aug 2022 - Nov 2022*

- Led implementation and deployment of a cross-platform mobile app's fully custom and responsive game library. Games were developed using NodeJS, Vue, TypeScript, and React Native.
- Collaborated, wrote, and edited specifications and UI to produce games that target training reaction time, spatial awareness, memory, and other cognitive functions for competitive athletes.

Minnesota Elevator Inc — Mankato, MN
Software Engineering Intern — *Nov 2020 - Aug 2021*

- Designed, implemented, and oversaw the infrastructure and testing harness for a fully custom, real-time elevator monitoring system using a full web stack (LAMP) along with a REST API.
- Developed controller board testing software in C# used across 4 elevator systems using RS-485 serial communication protocol for boards to be verified and tested before moving into production

PROJECTS

- **GPT-3 Explain It Like I'm 5** Search engine using GPT-3 API that allows users to receive instant tailor specified explanations on any subject imaginable
- **Semi-autonomous Duck Decoy** Developed a client-facing web application that allows for fully customizable remote control of a duck decoy's path. Designed and implemented real time navigation and tracking algorithm.
- **Reaction Lights** Real time reaction lights simulator used by professional and collegiate athletes.
- **Auomated Cat Litterbox** Developed and launched firmware and touchscreen UI using Arduino Mega 2560

PROGRAMMING SKILLS

- **Languages:** Python, Javascript, PHP, Erlang, C#, C/C++, SQL, Java
- **Technologies:** React, Vue, NodeJS, jQuery, Arduino, React Native, Firebase
- **Skills:** Distributed Computing, Full Stack Web Development, Game Development, Firmware Development, Agile Development

EDUCATION

Minnesota State University — Mankato, MN
Bachelor of Science in Computer Engineering; GPA: 3.71 — *Aug. 2019 – May. 2023*