Kaleb Crans

707-672-4384 | kalebcrans@gmail.com | kcrans.com | github.com/kcrans

Education

The University of California, Davis Graduated March 2023

Bachelor of Science in Applied Mathematics, Computer Science Minor *3.65 GPA*

- **Computer Science Coursework**: Object Oriented Programming, Data Structures and Algorithms, Computer Organization & Machine-Dependent Programming, Discrete Math, Databases, Machine Learning
- **Math Coursework**: Multivariate Calculus, Statistics, Linear Algebra, Probability Theory, Real Analysis, Stochastic Processes, Differential Equations, Complex Analysis, Numerical Analysis, Optimization
- Outreach Coordinator for Davis Computer Science Club
- Dean's Honor List

Technical Skills

Languages: Python, C/C++, Javascript, and SQL
Libraries: NumPy, Matplotlib, pandas, Tidyverse, and PyTorch
Developer Tools: Git, Linux, Bash scripting, Docker

Projects

Micromacro | *C++, C, Python, Swift* February - March 2024

- Developed firmware intended for custom keyboards using ESP32-C3 microcontrollers
- Added support for extensive customization, n-key rollover, and debouncing
- Created native clients in C++ and Swift for Windows and MacOS respectively

Ray Bandit | *C and C++* January 2024

- In order to explore computer graphics, I built a CPU raytracer with physically based rendering features
- Supports Lambertian (diffuse), metallic (specular), and clear (dielectric) materials
- Has a simple declarative interface to create scenes, and outputs renders in either ppm or jpeg formats
- Can render triangulated surfaces defined in STL files

Data Analysis of Little Free Libraries | *R + Python* April 2023

- Used python to scrape data from littlefreelibrary.org and the associated map API
- Aggregated the (messy) data from multiple endpoints and transformed it into one dataset
- Performed regression analysis in conjunction with county-level ACS (American Community Survey) data

Titi Monkey Technology | *Python* April 2022 – December 2022

- A multi-platform app written in python designed for running visual stimuli experiments with non-human primates
- Modular design to allow different researchers to run and modify experiments according to their specifications
- Wrote multiple GUI utilities to make common administrative tasks easier for end-users
- Overall, it can be run on MacOS/Windows/Linux, is easy to configure with JSON, and has many more features than the old IOS app used in the lab

L-Store Database System | *Python* January – March 2022

- Developed a python-based version of L-Store, a lineage-based HTAP database system with columnar storage
- Experimented and visualized the effects of different bufferpool sizes on performance
- Implemented durability with a contention-free "merge" background process
- Created a simplified SQL-like query interface that supports operations like select, update, sum, etc.
- Used the threading Python module for multithreading with a strict 2PL concurrency protocol

Other Experience

Undergraduate Reader September 2021 – May 2022

UC Davis *Davis, CA*

- Performed grading duties in undergrad math courses
- Worked with professors and TAs to make grading schemes for homework assignments
- Have read for each course in the Real Analysis sequence, Combinatorics, and Intro to Abstract Math

Eagle Scout May 2019

BSA *Troop 99*