

# Seven H. Randall

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## Education

- 2016-2020 – **St. Francis Xavier University**, Bachelor of Science in Computer Science, Minor in Mathematics.

## Projects

- **TimeSlot**, full-stack meeting scheduler built using the MERN framework. Spring 2020.
- **CUDA PSO**, parallel implementation of a Particle Swarm Optimizer using CUDA. Fall 2019.
- **Juvenile Statistical Database**, full-stack java application, built using Oracle SQL and a custom pixel graphics engine. Spring 2018.
- **Java 2D Graphics Engine**, pixel graphics engine, built with JavaFX. 2016 - 2018.
- **Cardea**, C++ graphics engine with an Entity Component System, physics engine, and batch rendering. 2019 – now.
- **BOID Demo**, interactive web demo of a flock of BOIDs, built with Unity. Spring 2020.
- **Tank Combat Demo**, interactive web demo of a tank combat simulation, built with Unity. Spring 2020.

## Work Experience

- **Student Worker** – North Shore Archives. I aided families in locating physical or digital records from the archive and performed light system admin work. Summer 2016.
- **Cashier** – Tim Hortons, Summer 2018.
- **Cashier** – Foodland, Fall 2015 – Spring 2016.

## Service

- Co-founder of the “Competitive Programming Society”, every week I organized a competitive programming session to spread awareness and educate students in the fundamentals of competitive programming. Spring 2020.

## Other

- I maintain a technical blog <https://threefourseven.github.io/sevenrandall/> where I discuss topics related to mathematics, graphics, and game development.