Seven H. Randall

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Education

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

Portfolio

- CUDA PSO, parallel implementation of a Particle Swarm Optimizer using CUDA. Fall 2019.
- Cardea, C++ graphics engine with an Entity Component System, physics engine, and batch rendering. 2019 now.
- **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.
- **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.
- TimeSlot, full-stack meeting scheduler built using the MERN framework. Spring 2020.
- Blog, 2020 now.
 https://threefourseven.github.io/sevenrandall/

Skills

- **Programming Languages:** Proficient in Java, C++, C#, Python, shell scripting, and Javascript. Familiar with C, and SQL.
- Software: Familiar with Visual VM, Postman, Unity, Blender, Git, and Visual Studio.
- Other: Proficient in CSS, HTML, and Gradle. Familiar with Junit, and Maven.