Mathew Randal

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Education

University of Illinois Urbana-Champaign   Urbana-Champaign, IL
Pursuing Computer Science B.S.   *Proj. May 2027 Graduation*
Coursework: Linear Algebra, Discrete Math

Naperville North High School   Naperville, IL
National Merit Finalist | 1570/1600 SAT

Experience

Software Developer | *Node.JS, HTML, CSS, EJS*   Naperville, IL
FRC Team 3061, Huskie Robotics SPOT scouting app Team   2022 - 2023
- Spearheaded data-analysis tab and auto-pick algorithm, resulted in near 100% accurate first-pick predictions.
- Collaborated with product owner to develop robot-ranking algorithm utilizing scouting data.
- Utilized scrum and agile methodology, optimizing workflow and collaboration.

Lead Front-End Developer | *Django, Python, JS, HTML, CSS*   Naperville, IL
NNHS CS Club, Peer Tutoring App Team   Summer 2023
- Developed modern and simplistic UX/UI allowing users to efficiently find information.
- Learned to adapt UI based on backend data to keep visuals sleek and appealing.
- Built a filter system to allow users to quickly find tutors based on expertise and availability

Projects

PDFer | *Rust, Slint*   Champaign, IL
                                                                              Fall 2024 - Present
- Lightweight desktop application to read PDFs with split-screen note-taking capability
- Utilized Rust to read, edit, and add note files with user permissions
- Connecting API to access PDF libraries such as libgen to download PDF files from the internet

Solus | *C#, Unity*   Naperville, IL
2D overhead RPG   Spring 2024
- Developed movement, entities, and tiled background/map logic as the sole software developer.
- Implemented pathfinding for enemy AI, stamina-based combat, and 2 unique bosses.
- As director, led team with artist and writer establishing workflow and tweaking project scope

CSES Chrome extension | JS, HTML, CSS   Fall 2024
- Google chrome extension developed to interact with the CSES coding problem set
- Stores individual problem data and syncs with users account
- Allows users to randomly pick problems to diversify practice without knowing the problem type

Technical Skills

Languages: C++, Rust, C#, Java, Javascript, HTML, CSS, Python
Frameworks: Node.JS, Django
Developer Tools: Git, VS Code, Agile, Unity

Interests/Hobbies: Competitive Programming (1800 codeforces), Disc Golf, Weightlifting, Boxing