Randi Williams

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EDUCATION

Bachelor of Science in Computer Science   August 2021 - May 2025
Augusta University **|** GPA 3.32   Augusta, GA
Relevant Coursework: Low Level Programming, Calculus I & II, Computer Organization, Data Structures, Mathematical Structures for CS, Networking & Cybersecurity, Principles of Computer Programming I & II, Software Engineering, Networking & Cybersecurity, Database Systems

SKILLS

Languages: C#, Arduino
Version Control Systems: Git
Software: Visual Studio, MySQL, Visio, Unity, SQLite

WORK EXPERIENCE

Augusta University Information Technology Department   Augusta, GA
IT Help Desk Assistant   October 2022 - Present
- Resolved 15+ computer and printer problems & tickets per week.
- Reimaged 150+ Augusta University Issued laptops to ensure students are using a cleared OS.
- Assisted in the assembly of a PC & the setup of a Workstation for the Help Desk.
- Provided software installation support for students, faculty, and staff.

Augusta University Campus Recreation Center   Augusta, GA
Student Assistant   May 2021 - May 2022
- Greeted and identified 75+ customers and visitors a day as they entered the gym.
- Acquired necessary identification for the registration of new gym memberships.
- Maintained the cleanliness and organization of the gym to ensure members safety and satisfaction.

ILYSM Sneaker Brand   Remote
Freelance Graphic Artist   May 2020 - February 2021
- Collaborated with brand managers & product designers to design merchandise graphics.
- Designed merchandise artwork for ILYSM where 100% of the proceeds went to the Fair Fight Organization to increase voter registration during the 2020 elections.
- Designed and Programmed three social media face filters utilizing AR Software.

PROJECTS

Restaurant Management System   Aug 2023 – Dec 2023
- Collaborated with my team to create a WinForms Application in C#, with an SQLite Database.
- The system allows users to login, logout, and add items to a menu.
- Designed use cases descriptions, UI mockups, Class Diagrams & Database Models.

Unity 2D Platformer Game   May 2023 - Present
- Designed character and environment using Procreate Software.
- Animated environmental assets utilizing Adobe After Effects.
- Developed C# code to allow user to manipulate game character movement.

Robotic Car with Lidar Detector   April 2023 – May2023
- Assembled a robotic car and soldered the wires & LEDs to the Arduino.
- Developed code to calculate distance and angle of Lidar to measure the velocity of the car.

ORGANIZATIONS
- **Cybertronic Makers Club**
- **Girls Who Code**
- **Association for Computing Machinery**