

Sam Randa

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EDUCATION

Worcester Polytechnic Institute

Bachelor of Science in Computer Science, Minor in Interactive Media & Game Development (GPA 4.00)

Worcester, MA

Aug. 2022 - May 2025

EXPERIENCE

Software Engineer

Mosaiq Software (mosaiq.dev)

March 2025 - Present

Worcester, MA

- Pitching, designing, and building full-stack software on the web as part of a small team.
- Contributing to all stages of the development lifecycle, from requirements gathering and program design to deployment and ongoing iteration.

Application Security Researcher

Doximity

Oct. 2025 - Nov. 2025

Worcester, MA (Remote)

- Collaborated on pre-production penetration testing for a GPT-based API platform.
- Focused on GraphQL endpoint analysis, authentication boundaries, and rate-limiting evasion.
- Documented vulnerabilities and recommended mitigations related to access control, session handling, and fingerprint-based rate limiting.

Peer Learning Assistant

Worcester Polytechnic Institute

Aug. 2024 - Oct. 2024

Worcester, MA

- Supported *AR3200/IMGD3200: Interactive Electronic Arts*.
- Assisted students with live-coding, microcontroller programming, and creative direction.
- Created demos exploring multimedia, generative, and physically-controlled art.

PROJECTS

Mint Editor | *Svelte, Canvas*

Oct. 2025 - Nov. 2025

- Designed and built a fully featured digital compositor with support for transforms, selections, shapes, text, zooming, and keyboard-driven workflows.
- Implemented a performant Svelte-based rendering architecture (canvas + DOM overlays), including custom tools, undo/redo, layer compositing, and save/load support.

tile.music | *SvelteKit, Supabase, Postgres, BullMQ, Deno*

Aug. 2024 - Oct. 2025

- Prototyped, built, and user-tested an application visualizing music listening habits.
- Built a pipeline that ingests listening activity from major music streaming services and normalizes track metadata for downstream use.
- Transformed listening data into algorithmic album art visualizations with generated configuration interfaces.

Terrazzo | *React, Express, WebSocket, Postgres*

Aug. 2024 - Oct. 2025

- Used Agile strategies to collaborate within a large team to build a kanban-style product management platform.
- Delivered core features like the project landing page, GitHub integration, and real-time collaboration.

Card Domain | *React, Express, WebSocket, Postgres*

July 2025 - Sept. 2025

- Designed and built an online card game engine supporting user-designed decks, custom card games and rulesets, and WebSocket-based live multiplayer interactions.
- Coordinated a small development team using Agile methodology, incorporating user testing.

SKILLS

Languages: TypeScript, JavaScript, HTML, CSS, C, C++, GLSL/WGSL, Rust, Python, Java, C#

Frameworks: AWS, WebGPU, Svelte, React, Next.js, OpenGL, Express (+ REST API's), Godot, Unity

Tools: Penpot, Figma, Photoshop, Blender, Maya, After Effects, Cinema 4D