Jayant (Jay) Patil

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EDUCATION

The University of Texas at Austin, Austin, TX   Exp. Graduation: May 2026
Bachelor of Science, Computer Science
> GPA: 3.84
> Relevant Coursework: Data Structures, Computer Organization and Architecture, Discrete Math, Probability I, Multivariable Calculus, Differential Equations w/ Linear Algebra

Mountain View High School, Mountain View, CA   May 2023
High School Diploma
> GPA: Unweighted 4.00 / Weighted 4.74
> Awards and Honors: Golden State Seal Merit Diploma, AP Scholar with Distinction
> Relevant Coursework: AP Physics C: Mechanics, AP Physics C: Electricity and Magnetism, AP Statistics

Stanford University - Summer Session, Stanford, CA   August 2022
> Coursework: Intro to Data Science, Understanding Energy

SKILLS

Programming Languages: Proficient in Java, JavaScript, Python, HTML/CSS; Acquainted with C, C# for Unity, R, SQLite, ARM Assembly
Libraries/Frameworks: Node.js, Express.js, Three.js, Matplotlib, Pandas, OpenStreetMap, Leaflet
Graphic Design: Proficient in Canva, Adobe Photoshop, GIMP, paint.net; Acquainted with Adobe Illustrator
Spoken Languages: Fluent English, Basic Spanish
Interests: History, Geography, Anthropology, Urban Planning, Linguistics, Art, Philosophy, Physics

EXPERIENCE

GamesCrafters Research Group, Berkeley, CA   February 2022 - April 2022
Research Intern
- Studied computational game theory including artificial intelligence for two-player board games under UC Berkeley professor Dr. Dan Garcia, collaborating with undergraduate and graduate researchers
- Utilized vue.js to implement front-end features on web interface GamesmanUni

PROJECTS

Metro Quiz (Work in Progress)   July 2024 - Present
- Developing a trivia website that tests users' knowledge of cities and suburbs in various metropolitan areas (e.g. San Francisco Bay Area, Greater Los Angeles, etc…)
- Implemented front-end user interface with HTML/CSS/JS and Leaflet, including automated acquisition of city borders from OpenStreetMap using Python and population statistics from Wikidata using SPARQL

ESG Report Statistics Aggregator   June 2024
- Built a Python script that used HTTP requests to acquire ESG (environmental, social, and governance) reports of various companies
- Scraped reports with pypdf and regular expressions, extracting statistics such as carbon emissions, countries of operation, and revenues
- Stored statistics in an SQLite database to be visualized via matplotlib for analysis of climate insights between companies

Soft Body Simulation   February 2023
- Utilized HTML, CSS, JS, and Canvas to build graphical simulation of soft-body physics (simulating objects that can be deformed) using Newton's laws of physics and Euler integration techniques
- Implemented soft-bodies represented with a matrix of spring-mass models as well as collision physics

LEADERSHIP & COMMUNITY INVOLVEMENT

Freetail Hackers, Austin, TX   January 2024 - Present
Eventum Team Member
- Managed event scheduling and run-of-show for Formula Hacks, a hackathon at UT Austin with over 250 attendees
- Selected prize categories and prizes under a restrictive budget
- Coordinated and communicated with student organizations to host smaller events in the computer science department

MVHS History Club, Mountain View, CA   February 2022 - May 2023
President, Co-founder
- Facilitated weekly discussions about various historical topics and current events among groups of ~30 high school students
- Directed study sessions for all students of AP history classes at MVHS