Quinn Patwardhan
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Education
Sidwell Friends School, Washington DC - GPA 3.7
Expected graduation date: June 2024

Experience
Georgetown University Department of Computer Science InfoSense Artificial Intelligence Research Lab -
May 2023 - September 2023
Research Intern
- Worked alongside PhD students to research and develop around Offline/Online Reinforcement Learning, DQN, and Chatbots
- Studied various methods in building Offline Chatbots and Model-Free Agents
- Replicated Python-Based Reinforcement Learning Models using CUDA/PyTorch across multiple GPUs
- Used open-source algorithms and models to make attempt at the National Institute of Standards and Technology's TREC iKAT Challenge in Python

Horizon Newspaper, Washington DC
Graphics Editor   **May 2022 - Present**
- Graphics Editor of Sidwell Friends' Upper School student newspaper that is published eight times per school year
- Produce dozens of graphics for each issue in a fast-paced environment
- Work with other editors, designers, and writers to capture their vision
- Use industry standard technology like Adobe Photoshop and Illustrator to create mockups and vector graphics

The Oat, Washington DC
Editor-In-Cheif   **May 2023 - Present**
- Coordinated the publication of 5+ yearly issues and assisted other editors
- Expanded publication and distribution, and reduced turn-around time for publication of issues
- Communicated with hundreds of students, dozens of teachers, and administrative staff frequently to facilitate writing and publishing of papers

Graphics Editor and Co-Head   **May 2022 - May 2023**
- Graphics Editor of Sidwell Friends' Upper School satirical student newspaper that is published eight times per school year
- Worked with contributors to produce visuals to help their articles/listicles reach their full cometic potential
- Collaborated with co-heads, staff-writers, and graphic artists to get papers turned around at a fast pace
- Communicated with hundreds of students, dozens of teachers, and administrative staff frequently to facilitate writing and publishing of papers

Senior Graphic Artist and Staff Writer   **September 2020 -May 2022**
- Produced multiple graphics each month for articles or standalone jokes
- Used industry standard software like Adobe Photoshop and Illustrator

CS Club, Washington DC
Co-Head & Lead Developer   **April 2021 - Present**

- Plan meetings and work with other heads to host weekly meetings to discuss events in the Computer Science (CS) world and to participate in hackathons, competitions, and more
- Built a fully custom website from the ground up using React.JS, HTML, Javascript, MySQL, Node, Express.js and CSS3 (csclub.social)
- Incorporated advanced cyber security technologies to secure authentication system based on tokenized passwords and Google Auth
- Work with others on group coding projects, using the git command line interface and github issue tracking
- Help encourage new coders to join the CS world

Wider Circle
Volunteer   **August 2022 - Present**
- Help greet volunteers and unload, sort, and distribute donations
- Distributed tax documents and assisted donors in filling them out
- Work with other volunteers to lift and move heavy furniture

Projects
Portfolio Web App (quinnpatwardhan.com)   **November 2022**
- Fully custom built portfolio progressive web app for my personal web development projects, graphic design work, and photography
- Built using React.JS, Typescript, CSS3, HTML, MySQL, Express.js, and JSX
- Built from the ground up, with self-designed UX/UI, photo gallery, content management system (CMS), Blog, Login/User Authentication System, and analytics tracking
- Required deep use of cybersecurity principles such as SQL-Injection prevention and hashing and salting of passwords

Chess (chess.quinnpatwardhan.com)   **February 2023**
- Multiplayer Chess game that uses GameCode system to allow seamless multiplayer between anyone in the world
- Hosts Express.js Based Backend API facilitate moves between clients and a MySQL Server
- Used React.JS, Typescript, JSX, HTML, and CSS3 for frontend and Express.js, Typescript, and MySQL for backend

MarcMap (marcmap.app)   **December 2022 - Present**
- Created a interactive web app that users to track the live location of MARC (Maryland Area Rail Commuter) Trains using data from the MTA (Maryland Transit Authority)
- Hosts Express.js Based Backend API to format GTFS-RS Data
- Used React.JS, JSX, HTML, and CSS for frontend and Express.js for backend
- Developed & Published IOS App Version using Swift 5/SwiftUI and XCode that received hundreds of downloads and dozens of daily users

Lunch Emailer   **October 2022**
- Coded a program to send all 500+ students and teachers daily email with the current day's lunch menu, self-hosted on personal server running Ubuntu Server 20.04 using crontab
- Written in Python and uses the Requests Library to Read HTML Lunch Menu

Locomotive   **May 2023 - Present**
- Built an IOS and Android Amtrak Train Tracking App in React Native with an Express.js backend
- Deployed App to Apple App Store and Google Play Store in compliance with store guidelines

- Handled dozens of daily users and hundreds of total downloads, scaled backend systems appropriately

Technology Skills
JavaScript, ReactJS, Typescript, CSS, HTML, Git, HTTP, Node, Python, Java, Nginx, Linux, Ubuntu Server, Unix Terminal, MySQL, C Sharp, XNA, Swift, PyTorch, React Native, Pip, Conda, Cuda, Flask, Mapbox GL JS API, Google Authentication, RESTFul APIs

Adobe Illustrator, Adobe Photoshop, Adobe Lightroom, Adobe Indesign, Adobe Lightroom, Adobe Premiere Pro, Figma

Google Sheets/Microsoft Excel, Visual Studio Code, XCode