Vaibhav (Vai) Patankar

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Programming Languages: C++, C#, Rust, Java, Python, HTML, CSS, XML, SQL, Ruby, R
Frameworks: .NET MAUI, SDL 2.0, Processing**,** Pygame, NodeJS, React, Open-GL
Technologies: Git, Linux, Unity3D, NeoVim, VSCode, Visual Studio

EDUCATION

Conestoga High School - Senior   **August 2021 - June 2025 | Berwyn, PA**

Relevant Coursework: AP Computer Science A (Java), App Development 1 & 2 (C#), AP Statistics (R), AP Computer Science Principles (Python), AP Physics C: Mechanics, Electricity and Magnetism, AP Calculus

PROJECTS

Map App| [Github Code](#) **| C#, .NET, MAUI, XAML, XML**   **2024 - Present**
- Developing a map and announcement app for my high school to improve navigation and communication.

RPG Game| [Demo](#) **| C++, SDL 2.0**   **2024**
- Designed and built a 2D maze-style RPG using SDL 2.0 in C++.

Unity Projects | [Github Code](#) **|**[Ithc](#) **| C#**   **2024**
- A collection of Unity games created for my App Development 2 class, including a Fruit Ninja-style game, sumo wrestling, a running game, and more.

Evil Hangman | [Github Code](#) **| C#**   **2023**
- A devious twist on Hangman where the game dynamically changes the word list to ensure the player never wins.

AP CSA Projects | [Github Code](#) **| JAVA, Processing**   **2022**
- Developed various projects for AP Computer Science A, including Tic-Tac-Toe, a Circle Game, a BFS/DFS pathfinding project, JUnit tests using imaginary numbers, and binary search implementations.

EXPERIENCE

Robotics Team Lead Programmer | [Github Code](#)   **September 2022 - Present**

Vex Robotics 6121A - Worlds Division Semifinalist
- Led a team of programmers for VEX teams 6121A and 6121E. Developed autonomous and driver control code using C++ and the PROS library. Implemented PID control and odometry for precise robot movement.

Honors and Awards

- **USACO Gold(C++)**
- **AIME Qualifier**
- **AP Scholar**