

Patrick Kage

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SKILLS

LANGUAGES

(Computer)

Python

HTML

CSS/Sass

Javascript

C/C++

Rust

Java

Assembly (MIPS)

SQL

FRAMEWORKS

Node.js/Express

Flask

SQLite (all bindings)

React.js

Redux + React-Redux

Vue.js

Polymer

Vanilla JS

Jest.js

SFML (C++)

SciPy/NumPy

TOOLS

(Neo)Vim

Linux (systems prog.)

Final Cut Pro

Adobe Photoshop

Adobe Illustrator

G Suite

MS Office (esp. Excel)

LANGUAGES

(Human)

English (Native)

Polish (Fluent)

Mandarin (Intermediate)

EXTRA-CURRICULAR ACTIVITIES

Computer Society (TechSec)

Running

Sailing

Powerlifting

Skydiving

SCUBA

EDUCATION

UNIVERSITY OF EDINBURGH | BSc.(H) ARTIFICIAL INTELLIGENCE & C.S.

2017 — 2021 | Edinburgh, Scotland, UK

- Technical Secretary at CompSoc as of summer 2018. CompSoc is the largest tech society in Scotland and largest society in the university.
- Heavily involved in organising the 2019 and 2020 Hack the Burgh events, the largest 24 hour hackathon in Scotland.

CHOATE ROSEMARY HALL | HIGH SCHOOL DIPLOMA

2012 — 2016

- Founded and headed Choate Programming Union (CPU), awarded Google grant.
- Through CPU, pushed to increase number of CS courses on offer from 2 to 7.

EXPERIENCE

NASA JET PROPULSION LABORATORY | SOFT. ENG. INTERN

Summers 2016, 2017, 2018, 2019 | Pasadena, CA, US

- 2016 — Worked in JPL's 397-F (Ops Lab/Human Interfaces Group) to develop mission formulation software to enable design of satellite propulsion systems in support of Team X and Xc's model-based systems engineering modernization initiatives. Resulting project made part of JPL's long-term strategic plan.
- 2017 — Continued work from 2016 on the Integrated Modeling Environment (IME). Developed a plugin system for IME through JPL's 397-M group. Focused on data visualization and rapid development. Produced a series of demo plugins, including utilizing WebVR to display satellite models.
- 2018 — Developed CODEX, a first-pass data analytics framework for scientific data from JPL/external missions through the Machine Learning and Instrument Automation (MLIA) group. Focused on the frontend, leading a major refactor towards adding unit testing, removing bad practice code, adding documentation, and transitioning the data model to use immutable.js + Redux. Additionally, wrote a static analysis toolkit to aid refactoring of poorly written and undocumented codebases in Javascript.
- 2019 — Continued work on CODEX with MLIA, taking a leadership position on the frontend. Focused on ensuring that the CODEX application remained performant under heavy load, enabling multiple users, and enforcing data consistency. These goals required "solving problems that haven't been solved before," as described by my mentor.

AURORA FLIGHT SCIENCES | SOFT. ENG. INTERN

December 2016 – May 2017 | Cambridge, MA, USA

- Developed flight/ground station software and hardware for upcoming micro-satellite missions, focusing on software systems engineering. Created new IP
- Worked on joint project with MIT Space Telecommunications Astronomy and Radiation Lab (STARLab).

MASSACHUSETTS INST. OF TECHNOLOGY | RESEARCH ASSISTANT

Summer 2015, December 2016 – May 2017 | Cambridge, MA, USA

- Summer 2015 — Developed ground/flight software for MIT Space Telecommunications, Astronomy, and Radiation Lab (STAR Lab)'s microsatellite project (MiRaTA), as well as working remotely on JPL mission formulation software. Ground software written at this time is still in use at MIT Lincoln Labs.
- 2016-2017 — Created visualization software to model satellite constellations to support ongoing research at STARLab. Represented STARLab and MIT professionally at the MIT Industry Liaison Conference in Vienna, Austria.
- On Nov. 18, 2017, MiRaTA launched from Vandenberg Air Force Base in California.