Patrick Scott

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EDUCATION

University of Maryland, College Park **August 2021 - May 2025**

Bachelor of Science in Computer Science, Bachelor of Science in Economics GPA 3.85

- *University Honors Certification* - Awarded for completing two year multidisciplinary program focused on completing capstone project

EXPERIENCE

The Catalyst, *Lead Web Developer* December 2023 - Present, College Park, MD

- Built Website for the The Catalyst, the UMD biomedical journal from scratch using javascript, HTML, and css, collaborated with leadership team at The Catalyst to create website along specific specifications
- Lead team of 4 students in updating and maintaining website

Danger Buoy Games, *Software Engineering Intern* June - August 2023, Santa Clara, CA

- Completed projects for games in development, making tools to model terrain by simulating rainfall erosion on landscapes, focused on making simulation tools intuitive and customizable to model a range of different landscapes
- Optimized terrain modeling and simulation algorithms to render quickly while looking realistic and being customizable by combining research in computer simulation and geology

Maryland Adventure Program, *Adventure Trip Leader* January 2023 - Present, College Park, MD

- During academic year, lead single day and overnight adventure trips for 6 to 20 UMD students around the DMV area, focused on experiential learning and personal growth
- Practice skills in planning, organizing, communication, problem solving, and leadership

PROJECTS

Analysis of Lego Trends March - April 2024

- Used machine learning models of KNN, K means, and linear regressions to analize the ways that lego sets and themes have changed over time
- Used the rebrickable api for data collection, pandas for setting up dataframes, and sklearn for machine learning models

Water Erosion of Terrain Simulation Tool June - July 2023

- Create an interactive simulation tool with C# scripts in unity where users could control effects such as gravity, precipitation, evaporation, and carrying capacity of water
- Used Unity terrain data package to track and update heights of terrain and see terrain simulated in real time

SKILLS

- *Programming languages*: Java, python, javascript, C++, C, OCaml, C#, MATLAB, SQL, R, Stata
- *Development tools*: Git, Eclipse, Docker, Linux, Excel, Unity
- *Libraries/Frameworks*: pandas, NumPy, sklearn, PyTorch, Flaskm React.js

AWARDS

President's Scholarship - 2021 - Present

Eagle Scout - Earned in 2019