Jit Patil

Email: spatil5@wisc.edu Apt# 839, 432 W Gorham St, Madison, WI 53703 Phone: 608-622-0050 Github: github.com/satyajit-patil Website: www.satyajitpatil.com LinkedIn: //satyajit-patil-72bb64113

EDUCATION

University of Wisconsin Madison

Bachelor of Science in Computer Science; May 2019

Cumulative GPA: 3.84

July 2018

2014 - 2015

Oct 2016 - May 2017

Introduction to Data Structures

• Machine Organization and Programming

• Introduction to Operating Systems

- Introduction to Artificial Intelligence
- Introduction to Algorithms
- Introduction to Human Computer Interaction

TECHNICAL SKILLS

Proficient: Java, Python, C, HTML, CSS, SCSS **Programming Languages:** Experienced: C++, JavaScript, Fortran **Technologies/Frameworks:** Redux, React, Spring MVC, AngularJS, MySQL, Node, Jest, Puppeteer, Mocha, Git, Jira

WORK EXPERIENCE		
May 2018 – Aug 2018	 Software Engineering Intern at Sony Interactive Entertainment PlayStation, Middleton, WI Helped develop features, such as auto-downloading, and tests for a centralized business logic client library used by PlayStation commerce applications that account for most of the firm's digital sales revenue Collaborated with a small team to define and deliver new features within an agile process 	
Jan 2017 – Present	 Programmer at <u>United States Department of Agriculture - Research Center</u>, Madison, WI Developing the 'Ruminant Farm Systems Model' (Python) to allow researchers to simulate the processes that occur within the soil, crops, animals, and manure on a farm Working with soil scientists to model the accumulation of nutrients in the soil Updated a long-standing simulation model to provide researchers with more accurate data 	

PROGRAMMING EXPERIENCE		
Get Loose (Java)	 Creating an android application to help users improve their flexibility and mobility 	
xv6	 Experimented with the xv6 kernel by improving its virtual memory subsystem, introducing support for multithreaded processes, and by adding integrity-checking to the filesystem to better understand operating systems 	
Моо	 Built the front end (scanner, parser, semantic analyzer) and back end (optimizer, code generator) of a compiler to create a unique programming language 	
Vigure	 Developing a platform for users to debate in an organized, well-regulated manner 	

Developing a platform for users to debate in an organized, well-regulated manner

LEADERSHIP AND TEAMWORK EX	KPERIENCE

• Developed a tool which let game publishers display their content on PlayStation stores Media and Captioning Specialist at McBurney Disability Resource Center, Madison, WI • Worked with faculty to create captioned media for students who are Hard of Hearing Varsity Boys Soccer and Baseball – acknowledged as 'Best Sportsman (Soccer)', 'Most Valuable Player (Baseball)', and 'Most Improved Player (Soccer)'

AWARDS

2015-2017 **Dean's List** (Fall 2015, Spring 2016, Fall 2016, Spring 2017, and Spring 2018) 2014 & 2015 Scholar Athlete of the Year (Ruamrudee International School, Bangkok, Thailand)

Winners: Sony PlayStation Hackathon, Middleton, WI