# PRATHYUSH KATUKOJWALA

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### Education

# University of California, Los Angeles | Expected Graduation Date: June 2019

B.S. in Computer Science and Engineering | Cumulative GPA: 3.957/4.0 | Major GPA: 4.0/4.0

# Westview High School | August 2011 to June 2015

GPA: 4.51 | SAT: 2310

#### Other Coursework

UCSD Extension Calculus for Scientists and Engineers (Multivariable Calculus), UTAustinX – UT.6.01x Embedded Systems, UCSan DiegoX – CSE167x Computer Graphics

## Experience

## Undergraduate Research January 2016-

- Started working at the Laboratory for Embedded Machines and Ubiquitous Robots at UCLA.
- Current project is to create a web-based interface to rapidly design robots.

# UCLA IEEE Micromouse September 2015-

- Designed and built an autonomous robot that uses feedback control and the flood fill algorithm to navigate a maze.
- Built both a perf board prototype and a final PCB mouse with the software written in C++.

### Raytracer Summer 2015

• Written from scratch for a computer graphics course in C++. Supports sphere and triangle primitives as well as Phong shading, shadows, reflections, and lights.

### SD Supercomputer Center AMBER Project Research Intern | June 2014 - August 2014

• Extended functionality of a molecular dynamics software package using Fortran and ran simulations to optimize default settings.

### Interspace 3D MMO

- First developed a version of the game in Java using an existing game engine.
- When performance was inadequate, developed a custom engine in C++ by integrating graphics, physics, sound, UI and networking as a basis for the game.

### First Robotics Competition Team 3341 Systems Control Lead | August 2011 - June 2015

- Served as the main programming and electronics lead for high school robotics team.
- Mentored newer students in electronics and software including Java and C++ fundamentals.

# Cybersecurity Varsity Team Member to Vice President | 2012-2015

- Placed first in the San Diego Mayor's Cup Finals competition in March 2013.
- Specialized in Linux security and held training sessions for less experienced members.

# Languages and Skills

C/C++, C#, Java, Bash, Unix, Python, Git, HTML, CSS, JavaScript, Intel Assembly, OpenGL, SQL, Emacs, Fortran, Unreal Engine 4, PCB design, soldering, microcontrollers.