Rajiv Anisetti

Student

Personal Info

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Date of birth
May 16, 1998

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Courses

CS 31: Introduction to Computer Science I

CS 32: Introduction to Computer Science II

CS 33: Introduction to Computer Organization

CS M51A: Digital Design of Logic Systems

Calculus of Severable Variables

Linear Algebra

Differential Equations

Physics 1A: Mechanics

Physics 1B: Electricity and Magnetism

Skills

C++

Java

Python

HTML

CSS

Javascript

Arduino NANO

EAGLE

Education

Sep 2016 - Jun 2020

University of California at Los Angeles (UCLA)

- BS in Computer Science
- GPA: 3.6

Sep 2012 - Jun 2020

Holmdel High School

- Honors w/ Distinction
- GPA: 4.2
- SAT: 800 M, 770 R, 790 W

Projects

BruinNav

- Functioning navigational system around West LA that outputs a series of directions given source and destination inputs
- Utilizes A* algorithm along with queues, object-oriented programming, and templates
- Written in C++

Bugs! Simulation

- Bugs simulation involving ants, baby grasshoppers, adult grasshoppers, and various other objects
- Reads a .bug input file for four ant colonies using a custom-made compiler and declares surviving colony after 2000 ticks
- Utilizes object-oriented programming along with polymorphism and virtual functions
- Written in C++

Experience

Aug 2017 - present

Mentor

UCLA SEAS Mentor Program

- Take on four different new UCLA Computer Science students (transfers and freshmen) and guide them through their first year at UCLA Engineering
- Provide insight and advice on how to manage a heavy course load, activities, and extracurriculars while maintaining a balanced school life through past experience
- Relay the various opportunities and organizations of the School of Engineering to the mentees

Sep 2016 - Jun 2017

Open Project Space Engineer

UCLA Institute of Electrical Engineers

- Created electrical engineering systems and devices such as speakers, a PCB LED button speed test game, and a motion sensor light system
- Gained practical experience pertaining to real-world electrical engineering techniques such as soldering, constructing electrical circuits, and programming devices using software
- Became proficient with several electrical engineering tools and software such as the Arduino Nano, PCB, Breadboards, and the EAGLE software

Additional Activities

Sep 2016 - present

Club Member

UCLA Artificial Intelligence

- Learn about machine learning techniques and practices using Python
- Become proficient with techniques and frameworks such as Linear Regression and Tensorflow
- Utilize knowledge to create projects and real-world applications

Sep 2017 - present

Club Member

UCLA Creative Labs

- Gain proficiency in digital design using Javascript, HTML, and CSS with some backend scripting such as PHP
- Create more advanced GUIs for web applications and websites utilizing these skills