

Rajiv Anisetti

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EDUCATION

University of California, Los Angeles

Bachelor of Science, Computer Science
GPA: 3.6

Los Angeles, California

Expected June 2020

PROJECTS

Classy. (*Java, Jsoup, Android Studio*) **Awarded Best Mobile Hack at UCLA Hack on the Hill 3**

- Android app that parses UCLA class review website using Jsoup to retrieve class data and sort it according to user preferences
- Implements swipeable user interface for engaging user interaction and ease of use

BruinNav (*C++*)

- Functional navigational system around West LA that outputs a series of directions given source and destination inputs
- Utilizes A* algorithm to find optimal route from inputs

Bugs! Simulation (*C++, OpenGL*)

- Bugs simulation involving ants, baby grasshoppers, adult grasshoppers, and various other objects
- Reads a .bug input file (custom file type) for four ant colonies using a custom-made compiler and declares surviving colony after 2000 ticks

EXPERIENCE

Participant in Open Project Space Program

September 2016 – June 2017

UCLA Institute of Electrical and Electronic 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 implementations

Student Mentor

August 2017 - Present

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

ACTIVITIES: UCLA Artificial Intelligence, UCLA Creative Labs, UCLA Association for Computing Machinery

SKILLS: C/C++ (Proficient), HTML (Proficient), CSS (Proficient), Java (Intermediate), Python (Intermediate), Javascript (Intermediate), Git (Intermediate), Bootstrap (Intermediate), Ruby (Beginner), PHP (Beginner)