

Ravi Jayanthi

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Mid June - Mid September

Academics

- UCLA's Henry Samueli School of Engineering
 - Computer Science and Engineering
- Undergraduate Current Coursework: Computer Science 33 (Computer Architecture)
- Completed Undergraduate Coursework: Computer Science 31 (Intro to CS), Computer Science 32 (Intro to Data Structures, Algorithms, and Polymorphism)
- Completed PV101, an industry-level course for Photovoltaics and Solar Energy.

Work Experience:

- UCLA Tech Camp for Engineering and Science (7/13)
 - Created "Micromouse", an autonomous maze-navigating robot using skills in computer programming (Using C in the Arduino construct), CAD drafting, soldering, and component design.
- Interned doing data science with PSOMAS FMG, a local solar power company to install solar panels on the roofs of buildings in my high school. (6/12)
- Performed research in my Nanoscience course on Nitinol (Nickel Titanium) a heat-sensitive compound with applications in medicine (2/14 - 5/14)

Projects:

- **BoulderBlast**: Implemented a puzzle/shooter arcade-style game based on a provided OpenGL framework. Game design, including inheritance flow between classes and implementation of all classes, was done from the ground up. Features fully functioning leveling, AI enemies, and in-game power-ups.
- **Web Steganographer**: Implemented an LZW compression algorithm based on a provided web scraper that encodes and decodes secret messages in HTML source files. Wrote an open hash table to handle all requests to store, encode, and decode characters.

Skills:

- Strong knowledge of C++ (data structures, algorithms, objected-oriented programming)
- Technologies: C, Linux, Arduino, Xcode, Parse SDK
- Working knowledge of HTML/CSS, Swift