

Saketh Ram Kasibatla

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Education

- **University of California Los Angeles** Los Angeles, CA
Bachelor's in Computer Science; GPA:- Sep. 2012 – Present
 - Degree expected 2016
- **San Marino High School** San Marino, CA
GPA:3.9 (unweighted) Aug. 2008 – June 2012
 - Graduated with honors and as a Promethean(Salutatorian)

Skills

Technologies: C/C++, Python, Java, Lisp, PHP, HTML, CSS, MSDOS, BASH Scripting, LaTeX, GIT, Bazaar, SVN, XML

Computer and OS: Linux/Unix (Arch Linux), Windows, Mac OS X

Software: NetBeans IDE; Eclipse IDE; Vi/Vim; Emacs

Areas of Interest: Data Structures, Algorithms, Artificial Intelligence, Operating Systems, Embedded Systems

Experience

- **FIRST Team 1160** San Marino, CA
President, Head Programmer 2008 – 2012
 - Built, wired, and programmed a robot to play a new game each year for four years
 - Participated and strategized in several regional competitions
 - Taught four team members how to program and wire future robots
 - Rebranded and created marketing materials for the team including banners and a new website
 - Presented robot to community with media coverage
- **San Marino High School Marching Band** San Marino, CA
Clarinet Section Leader 2008 – 2012
 - Led eighteen students in the clarinet section, with a focus on musicianship and marching, as part of a one hundred student band to create an award winning field show

Projects

Team 1160 Scouting App: An application that collects, processes and displays data at FIRST robotics competitions based on an XML configuration file

Team 1160 Robot Code: Ran team 1160's robot during the 2011 FIRST Robotics Competition season

Blue 'n Gray Wordpress Theme: A wordpress theme for my blog and my first foray into web design

Colorburst Wordpress Theme: My Second wordpress theme, which is currently in use on my website

Project Euler Solutions: My solutions to several programming problems on the website projecteuler.net written in Common-LISP

Data Structure Implementations: Implementations of various data structures such as linked lists, hash maps, and trees in the C language

Conway's Game of Life: A simulation of Conway's Game of Life, a well known cellular automaton, written in C++ using gtkmm