# Saketh Ram Kasibatla

http://www.sakekasi.com 825 W. Duarte Rd. Unit D Arcadia, CA 91007 (626) 203-6279 sakekasi@ucla.edu http://www.github.com/sakekasi

#### Education

### University of California, Los Angeles

Bachelor of Science in Computer Science; GPA: 3.9

 $\bullet$  courses taken: CS 31, 32, 33, 35L

• planned courses: CS 111 (OS), 161 (AI), 131 (PL)

Los Angeles, CA Expected June 2016

## Skills

**Technologies:** Strong: C/C++, Java, GIT, SSH

Familiar: Python, Lisp, LaTeX, GDB, Valgrind, Make, x86, x86-64, OpenMP, CUDA Proficient: PHP, HTML, CSS, Javascript, MSDOS, BASH Scripting, 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: Operating Systems, Artificial Intelligence, Mobile Application Development, Networking

## Work Experience

Qualcomm Inc. San Diego, CA

Intern 2013 – Present

- Worked in the UIM Team to aid in development of a toolkit that interfaces with the sim card.
  Created generic library which parses and uses both XML and C code to populate C structures.
- Used to improve testing framework for SIM card.

## FIRST Robotics Team 1160, San Marino, CA

2008 - 2012

President, Head Programmer

2011 - 2012

- $\bullet\,$  Built, wired, and programmed a robot to play a new game each year for 4 years
- Participated and strategized in several regional competitions
- $\bullet\,$  Taught 4 team members how to program and wire future robots
- Rebranded and created marketing materials for the team including banners and a new website
- $\bullet\,$  Presented robot to community with media coverage

#### **Projects**

Floodit with AI: A reimplementation of the popular iOS and android game Floodit with an AI to solve the game.

**Team 1160 Scouting App:** An application that collects, processes and displays data on other robotics teams at FIRST robotics competitions. What information is collected is determined by an XML configuration file and can be weighted to emphasize one aspect over another.

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

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

Wordpress Themes: The Blue 'n Gray and Colorburst wordpress themes. Developed for blog/personal website

**Project Euler Solutions:** 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