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 — Los Angeles, CA

Bachelor of Science in Computer Science; GPA: 3.8 — Expected June 2016

- **Courses Taken:** Operating Systems, Programming Languages, Algorithms
- **Planned Courses:** Networking, Artificial Intelligence

Skills

Technologies: Strong: HTML5, CSS, Javascript, C/C++, Java, Python, GIT, SSH, GDB, Make
Familiar: Haskell, OCaml, Lisp, BASH
Proficient: x86, x86-64, PHP, MSDOS, Subversion, OpenMP, CUDA

Computer and OS: Windows, Linux/Unix (Arch Linux, Ubuntu, OpenSuse)

Areas of Interest: Artificial Intelligence, Networking

Research Experience

Research under Professor Todd Millstein — UCLA, Los Angeles, CA

Research Assistant — September 2013 – Present

- SPA: a tool to programmatically analyze network protocol implementations for interoperabilities using symbolic execution
- Applying SPA to several implementations of BitTorrent in order to discover non-interoperabilities

Work Experience

At The Pool — Santa Monica, CA

Intern — January 2014 – Present

- Social networking startup that has raised over 1 Million dollars in Venture Capital
- Working on python backend, administration frontends
- Currently writing android version of 'Yeti', an app to bring the social back into social networking

Qualcomm Inc. — San Diego, CA

Intern — June 2013 – August 2013

- Worked in the SIM card software team to aid in development of a SIM card toolkit.
- Created generic library which parses both XML and C code in order to populate C structures.
- Worked on improvements to large(100000+ lines) code base.

FIRST Robotics Team 1160 — San Marino, CA

Business President, Head Programmer — 2008 – 2012

Projects

Talking Without Borders: An app that utilizes a LeapMotion controller to recognize basic sign language

Linkshare: A simple web application with a backend written in Clojure and a frontend written in HTML5/CSS3/JS, which can be used to share links over the internet

WIME: An app that allows a raspberry pi to share speakers over wifi. Won the first Qualcomm intern hackathon.

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

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

Project Euler Solutions: solutions to several programming problems on the website projecteuler.net written in Common-LISP, x86-64 assembly and haskell.

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