

# Saketh Ram Kasibatla

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## Education

**University of California, Los Angeles**  
Bachelor of Science in Computer Science; GPA: 4.0

- Degree expected 2016

Los Angeles, CA  
Expected June 2016

**San Marino High School**  
GPA: 3.9 (unweighted)

- Graduated with honors and as a Promethean(Salutatorian)

San Marino, CA  
Aug. 2008 – June 2012

## Skills

**Technologies:** Strong: C/C++, Java, GIT  
Familiar: Python, Lisp, LaTeX, GDB, Valgrind, Make  
Proficient: PHP, HTML, CSS, 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:** Data Structures, Artificial Intelligence, Operating Systems, Embedded Systems, Mobile Application Development

## Leadership Experience

**FIRST Robotics Team 1160, San Marino, CA** 2008 – 2012  
President, Head Programmer 2011 – 2012

- Built, wired, and programmed a robot to play a new game each year for 4 years
- Participated and strategized in several regional competitions
- 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
- Presented robot to community with media coverage

## Projects

**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.

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

**Blue 'n Gray Wordpress Theme:** First wordpress theme for blog/personal website

**Colorburst Wordpress Theme:** Second wordpress theme for blog/personal website. currently in use

**Project Euler Solutions:** solutions to several programming problems on the website [projecteuler.net](http://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