

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: 3.9

Expected June 2016

- **Courses Taken:** Intro to Programming (I and II), Intro to Computer Organization, Software Constr. Lab
- **Currently Enrolled:** Operating Systems, Programming Languages (Coursera)
- **Planned Courses:** Networking, Artificial Intelligence, Programming Languages

Skills

Technologies: Strong: C/C++, Java, GIT, SSH, GDB, Make

Familiar: Python, Lisp, x86, x86-64, HTML, CSS, Javascript, BASH, XML, Valgrind

Proficient: PHP, MSDOS, Subversion, OpenMP, CUDA

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

Areas of Interest: Artificial Intelligence, Mobile Application Development, Networking

Research Experience

Research under Professor Todd Millstein

UCLA, Los Angeles, CA

Research Assistant

September 2013 – Present

- SPA: a tool to programmatically analyze protocol implementations for network interoperabilities
- Applying SPA to several implementations of BitTorrent.

Work Experience

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

2008 – 2012

President, Head Programmer

2011 – 2012

- Built, wired, and programmed a robot to play a new game each year for 4 years
- 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

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

Floodit with AI: A reimplement 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