Saketh Ram Kasibatla

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Education

University of California, Los Angeles   Los Angeles, CA
Bachelor of Science in Computer Science; GPA: 4.0   Expected June 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: 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, 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

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 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

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

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

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