

# Saketh Ram Kasibatla



## Contact

Address:  
Saketh Kasibatla  
Sunset Village, C8-103  
330 De Neve Dr.  
Los Angeles, CA 90095

Phone No:  
Home: (626) 445-3495  
Cell: (626) 203-6279

Email:  
sakekasi@ucla.edu  
  
Website:  
<http://www.sakekasi.com>

## Qualification Summary

- Experience in various programming languages, application development, web development, and algorithms/data structures
- Current computer science student at UCLA
- Experience with leadership and teamwork in marching band and robotics team

## Work Experience / Volunteering

President of FIRST Robotics team 1160

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

Clarinet Section Leader of high school marching band

- Led eighteen students in the clarinet section to create an award winning field show as a part of a one hundred student band
- Trained section memvers in musicianship and marching over the course of the 2011 football season

## Projects

for more information and the source code of any of these projects, please visit my website, [sakekasi.com](http://sakekasi.com), or scan the qr-code.

- Team 1160 Scouting App  
An application that collects, processes and displays data at FIRST robotics competitions.
- Team 1160 Robot Code  
The code that operated my team's robot in the FIRST robotics competition for the 2011 season.
- Blue n' Gray Wordpress Theme  
My first foray into web design, a wordpress theme for my blog.
- Colorburst Wordpress Theme  
My second wordpress theme. Currently in use on my blog.
- Project Euler Solutions  
My solutions to the problems on [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  
An implementation of Conway's Game of Life, a well known cellular automaton, in gtkmm, the gtk library for C++

## Skills

Languages	Unix	Version Control	Concepts
<ul style="list-style-type: none"><li>• Java</li><li>• Python</li><li>• C/C++</li><li>• LISP</li></ul>	<ul style="list-style-type: none"><li>• Arch Linux</li><li>• Ubuntu</li><li>• BASH</li><li>• Unix utilities</li></ul>	<ul style="list-style-type: none"><li>• Bazaar</li><li>• Git</li><li>• Mercurial</li><li>• Subversion</li></ul>	<ul style="list-style-type: none"><li>• SQL/Databases</li><li>• Web Design</li><li>• Data Structures</li><li>• Algorithms</li></ul>

## Education

Graduated from San Marino High School in San Marino, CA

- 3.9 GPA
- Promethean (Salutatorian)

Currently a freshman studying Computer Science at University of California Los Angeles.  
Degree anticipated June 2016