# Saketh Ram Kasibatla

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## 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 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