

Saketh Ram Kasibatla

Ph.D. Student at UC San Diego Computer Science & Engineering

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AREAS OF INTEREST

Human-Computer Interaction · Usable Programming · Human-AI Interaction

I'm interested in building the next generation of tools to help people make software using AI

EDUCATION

2023-Present	Doctor of Philosophy (4/4) Advised by Sorin Lerner and Nadia Polikarpova	Computer Science & Engineering, UC San Diego
2016-2018	Master of Science (4/4) Thesis: Seymour: A Live Programming Environment for the Classroom Advised by Alessandro Warth and Todd Millstein	Computer Science, UC Los Angeles
2012-2016	Bachelor of Science (3.75/4)	Computer Science, UC Los Angeles

PUBLICATIONS

ICSE 2026	Cobblestone: A Divide-and-Conquer Approach for Automating Formal Verification SR Kasibatla , A Agarwal, Y Brun, S Lerner, T Ringer, E First generates proofs for the Rocq interactive theorem prover using an LLM; isolates failing parts using a novel fault localization algorithm to isolate failing parts, recursively repairing these parts
VL/HCC 2025 Best Short Paper	The Command Line GUIde: Graphical Interfaces from Man Pages via AI SR Kasibatla , K Medleri Hiremath, R Rothkopf, S Lerner, H Xia fully automatically generates GUIs for CLI applications using man pages and LLMs
NEURIPS 2024	HYSYNTH: Context-Free LLM Approximation for Guiding Program Synthesis S Barke, E Anaya Gonzalez, SR Kasibatla , T Berg-Kirkpatrick, N Polikarpova combines LLM generations and bottom-up enumerative search to produce completions more quickly and correctly than an LLM or bottom-up synthesis alone
LIVE 2017	Seymour: Live Programming for the Classroom SR Kasibatla , A Warth a live programming environment that helps students understand program semantics, featuring two novel visualizations of a program's execution trace
LIVE 2016	Language hacking in a live programming environment P Dubroy, SR Kasibatla , M Li, M Röder, and A Warth a live workbench for prototyping parsers, which synthesizes examples of production rules from user-provided examples

CONFERENCES

VL/HCC 2025 · SPLASH 2024 · LIVE 2024 · ICSE 2024 · LIVE 2017 · LIVE 2016

EXPERIENCE

- 2019-2022 **Vesica Technologies** · Founding Engineer
- architected a pipeline to process hundreds of gigabytes of financial data per day
 - reduced product iteration time from weeks to days using notebooks and exploratory data analysis
 - implemented a pure functional UI library for a more predictable, performant and testable frontend
 - led the improvement of processes, tools, and architectures to make the engineering team more effective
- 2017-2018 **UCLA Computer Science** · Teaching Assistant
- led a discussion section for CS131: Programming Languages
 - developed a new class project to teach students about asynchronous programming
- 2016-2017 **Y Combinator Research/HARC** · Researcher
- published Seymour and the Ohm Editor
- 2015-2016 **Communications Design Group** · Research Intern
- prototyped a block-based language for data visualization
- Summer 2015 **Bloomberg LP** · Software Development Intern
- Jan-Sep 2014 **At the Pool/Yeti** · Software Development Intern
- Summer 2013 **Qualcomm** · Intern

REFERENCES

Sorin Lerner
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Nadia Polikarpova
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CSE @ UC San Diego
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Emily First
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CS @ Rutgers
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