

Anish Kannan

ankannan@ucsd.edu • github.com/anikan • devpost.com/anishkannan • linkedin.com/in/anishkannan

Education

UC San Diego 2014 – 2018

Bachelor of Science in Computer Science, GPA: 3.97

Work Experience

Dell Technologies: Software Engineering Intern

Jun. '16 – Aug. '16

- Developed a Python tool to diagnose network issues of hosts in container clusters.
- Organized Docker and Kubernetes infrastructure such as key store databases.

Projects

CAVEKiosk: Developer of VR kiosk to be deployed at several university libraries

Apr. '16 - Present

- Used Unity engine to display point clouds of over 3 million points.
- Wrote a geometry shader to enhance visual quality of point clouds.
- Designed user interaction via 3D input devices and traditional gamepads

Groundcrew: Leader of VR project for the San Diego Air and Space Museum

Sept. '16 - Present

- Created VR experience using the HTC Vive and Unity to replace a flight simulator
- Held meetings, distributed tasks and connected all parts together.
- Designed experience with team and museum director.

Cell VR: Developer of VR hackathon project at HackingEDU 2015

Oct. '15

- Integrated Oculus Rift and Unity engine to create a cell biology game.
- Implemented control mechanism in C# to detect user intentions.
- Achieved 3rd place out of 1000+ people.
- Updated for HTC Vive and achieved 2nd place interactive experience at VRSC Festival

Virtual Reality Club: Project Manager

Oct. '15 - Present

- Lead workshops on educational game design, game engines, and input mechanisms.
- In charge of several teams creating projects ranging from education to entertainment.
- Taught git and leadership acts such as task distribution.

UCSD CSE: Tutor for Intro to Java, Advanced Data Structures, and 3D UI

Mar. '15 - Present

- Taught students intermediate Java concepts such as polymorphism and recursion.
- Explained the mechanisms of data structures such as heaps and multiway tries.
- Guided students through 3D user interaction using the Unity engine and Oculus Rift.
- Developed a [shell script](#) to help quickly grade style on assignments.

Declassify: Developer of side project to help students decide which classes to take

Sept. '15

- Used python and the Django framework to scraped data from school sites.
- Programmed web requests to compare data to ratings from Rate My Professor.
- Try "CSE 101" for example.

Skills

Java, Python, Unity, C#, C/C++, OpenGL

Accomplishments

- Virtualingo: Best Gaming and VR Project at Calhacks 3.0 2016
- Diver: Best Game/VR Project at HackSC 2015