

Anish Kannan

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Education

UC San Diego 2014 – 2018

Bachelor of Science in Computer Science, GPA: 3.9

Relevant coursework

Applicable Courses at UC San Diego

Data Structures and Algorithms:

- Analysis of Algorithms, Sorting algorithms, graph theory, binary search trees, hash tables.
- Divide and Conquer, Greedy, and Dynamic Programming paradigms.

CSE 30: Computer Architecture and Assembly

Personal Projects

Starfly Online – Multiplayer Space game in Java

January 2015 – Ongoing

- Teamwork - Programming with others.
- AI - Programmed chase AI.
- Phabricator: Experience with code review and phabricator tools.
- Used Entity-Component-System design pattern.

Activities and experiences

Tutored for Rick Ord for Intro CS Classes and for the Summer Program for Incoming Students:

- CSE 8B: 4/15 – 6/15 SPIS: 7/15-8/15 CSE 11: 9/15-12/15
- Taught students intermediate Java concepts such as polymorphism and recursion.
- Developed a shell script to help quickly grade style on assignments.

Declassify: A website to help decide which classes to take.

9/15

- <https://powerful-sea-4581.herokuapp.com/declassify/>
- Created using python and the Django framework.
- Scraped data from school sites and checked ratings.

Psychic: A first-person action game built with the Unity game engine.

7/15 – 8/15

- www.kongregate.com/games/robot1110/psychic
- Designed experience while implementing user feedback

Beginner's Programming Competition

12/6/14, 5/25/15

- Solved logic problems with Java in 2.5 hours
- Achieved 3rd place out of 117 teams in the Fall competition.
- Achieved 5th place out of 53 teams in the Spring competition.

Psychic VR: Hackathon Project at SBHacks 2015 – github.com/anikan/Psychic

1/30/15 - 2/1/15

- Integrated Oculus Rift, Leap Motion, and Unity Game Engine to create a game involving Psychic powers. Pull, push, throw objects in the environment.
- Implemented AI

Skills

Java (Experienced), Python (Prior Experience)