Anish Kannan

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Education

UC San Diego 2014 – 2018
Bachelor of Science in Computer Science, GPA: 3.96

Skills

Unity (Experienced), Java (Experienced), C/C++(Basics), Python (Prior Experience)

Activities and experiences

Class Tutor for Intro to Java and Advanced Data Structures: Mar. '15 - Now

- Taught students intermediate Java concepts such as polymorphism and recursion.
- Also explained the mechanisms of data structures such as heaps and multi-way tries
- Developed a shell script to help quickly grade style on assignments.
- https://github.com/anikan/JavaStyleChecker

Virtual Reality Club: Education Branch Officer Oct. '15 - Now

- Lead workshops to teach principles of educational game design, using game engines, and input mechanisms.
- Currently in charge of several teams creating projects. Handling merge problems and assigning tasks

Cell VR: Hackathon Project at HackingEDU 2015: devpost.com/software/cell-vr Oct. '15

- Integrated Oculus Rift, Razor Hydras, and Unity Game Engine to create an educational game involving cell biology. Pull, drag, and throw organelles and molecules to grow your cell!
- Implemented control mechanism in order to detect what the user is pointing at for interaction.
- Achieved 3rd place out of 1000+ people.

Diver: Hackathon Project at HackSC 2015: devpost.com/software/diver Nov. '15

- Integrated Oculus Rift, Razor Hydras, and Unity Game Engine to create a game about pollution in the ocean. Players must collect trash to save the wildlife.
- Designed sysyem of user interaction by swimming with the controllers.
- Achieved best Virtual Reality Experience / Game out of 50 submissions.

Personal Projects

Declassify: A website designed to help students decide which classes to take Sept. '15

- Created using python and the Django framework.
- Scraped data from school sites and checked ratings.
- www.declassify.anishkannan.me

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.

Software Development:

- Software Design Patterns: Observer, Decorator, Strategy patterns.
- Experienced agile development, had weekly iterations to build an Android application.

3D User Interaction:

- Learned principles of interaction for immersive systems.
- Developed experiences using the Leap Motion, Playstion Move controller, and Razor Hydras with Unity.