

# Anish Kannan

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## Education

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### UC San Diego 2014 – 2018

Bachelor of Science in Computer Science, La Jolla, CA GPA: 3.9

## Relevant coursework

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### Applicable Courses at UC San Diego

CSE 12

- Data Structures and 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

### Currently Taking

CSE 100: Advanced Data Structures

- Learning Data Structures such as balanced trees and graphs.

## Personal Projects

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Starfly Online – Multiplayer Space game in Java

January 2015 – Ongoing

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

## Activities and experiences

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Mentor for Summer Program for Incoming Students

7/15-8/15

- Helped introduce incoming freshmen to principles of computer science
- Taught recursion, robotics with raspberry pi, image manipulation with python.

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

7/15 – 8/15

[www.kongregate.com/games/robot1110/psychic](http://www.kongregate.com/games/robot1110/psychic)

- Designed experience while implementing user feedback

Tutor for CSE 8B and CSE 11:

4/15 – 6/15

9/15-12/15

- Helped students understand intermediate Java concepts such as Polymorphism.
- Developed a tool to help quickly grade style on assignments with shell scripting.

Beginner's Programming Competition

12/6/14, 5/25/15

- Solved logic problems with Java in 2.5 hours
- In the Fall competition, achieved 3<sup>rd</sup> place out of 117 teams.
- In the Spring competition, achieved 5<sup>th</sup> place out of 53 teams

Psychic VR: Hackathon Project at SBHacks 2015 – [github.com/anikan/Psychic](https://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
- Designed player experience and scenes.

## Skills

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Java (Experienced), Python (Prior Experience)