

Anish Kannan

ankannan@ucsd.edu • 510-324-6501 • github.com/anikan • linkedin.com/in/anishkannan

Education

UC San Diego 2014 – 2018

Bachelor of Science in Computer Science, GPA: 3.97

Skills

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

Experience

Dell Technologies: Software Engineering Intern

Jun. '16 – Aug. '16

- Developed a Python tool to diagnose network issues of hosts causing problems in container clusters by dynamically updating a database.
- Organized Docker and Kubernetes infrastructure such as key store databases for development of container solutions.

Accomplishments

- | | |
|--|------|
| • Best Gaming and VR Project at Calhacks 3.0 | 2016 |
| • Top 3 project at Medical Empathy Hackathon | 2016 |
| • 2nd place best interactive experience at VRSC Festival | 2016 |
| • Most collaborative team at Hack Arizona | 2016 |
| • 3rd place project out of 1000+ people at HackingEDU | 2015 |
| • Best Game/VR Project at HackSC | 2015 |
| • Won the Best Health Hack at CalHacks | 2014 |

Activities and experiences

Virtual Reality Club: Project Manager

Oct. '15 - Now

- Designed and lead workshops to teach principles of educational game design, using game engines, and input mechanisms.
- Currently in charge of several teams creating projects such as a VR museum exhibit.
- Taught git and leadership acts such as task distribution.

Class Tutor for Intro to Java and Advanced Data Structures:

Mar. '15 – Mar '16

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

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.
- Implemented control mechanism in C# to detect what the user is pointing at for interaction.
- Achieved 3rd place out of 1000+ people.

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.
- <https://powerful-sea-4581.herokuapp.com/declassify/> Try "CSE 101" for example.

Relevant Coursework

Data Structures and Algorithms:

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