Anish Kannan

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Education

UC San Diego 2014 – 2018
Bachelor of Science in Computer Science, La Jolla, CA

Relevant coursework

Applicable Courses at Foothill Community College
CS 1A – Object Oriented Programming Methodologies in Java
- Understanding how to use the object-oriented design paradigm.

Applicable Courses at Coursera.org
Algorithms: Design and Analysis (Part 1, Part 2) by Stanford University
- Learned about fundamental principles of algorithm design.
- Worked on Divide and Conquer, Greedy, and Dynamic Programing paradigms.
Algorithms, Part 1 by Princeton University
- Focused on implementation of algorithms and corresponding data structures.
- Studied sorting algorithms, binary search trees and iterable data types and more.
Human Computer Interaction by UC San Diego
- Learned to design with an emphasis on usability.

Current Courses at UC San Diego
CSE 11 – Intro to Computer Science and Object-Oriented Programming: Java (Accelerated Pace)
- Getting an introduction to programming methods and paradigms in Java.
- Topics include modularity, abstraction, documentation and testing.

Skills

Java (Experienced), Python (Prior Experience), Javascript (Learning)
Adobe Photoshop and Illustrator

Projects

Legacy Dungeon - Dungeon Crawler game in Java
- Developer of dungeon crawler game; still developing.
- Designed and created AI using A* search.
- Learned programming architecture to optimize CPU usage.

Activities and experiences

Robotics
- Introduced younger students to science, technology, engineering, and math
- Participated as programmer; team competed in international championships.
Volunteered for over 300 hours
- Tutored senior citizens on computer usage with topics such as excel, gmail, word.
Summer Program for Incoming Students
- Learned basics of python and hardware with Raspberry Pi.
- Built a robot that would detect motion.
- Started mini-game jams that lasted for 1-4 hours with scratch and pygame.
Fixey: Hackathon Project at CalHacks 2014 – www.fixey.herokuapp.com
- Started mini-game jams that lasted for 1-4 hours with scratch and pygame.
- Worked with backend- accessed the Google Maps database using their api and combined different possible routes and mode of transport to find the optimal one.
- Won Best Health Hack