Anish Kannan

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Education

UC San Diego 2014 – 2018
Bachelor of Science in Computer Science, GPA: 3.97

Skills

Java (Experienced), Unity C# (Experienced), C/C++(Basics), Python (Basics)

Experience

Dell Technologies: Software Engineering Intern Jun. '16 – Aug. '16

- Developed internal tool with Python used to diagnose network issues of hosts causing problems in container clusters
- Set up Docker and Kubernetes infrastructure such as key store databases for development of container solutions.

Activities and experiences

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 multi-way tries
- Developed a shell script to help quickly grade style on assignments.
- https://github.com/anikan/JavaStyleChecker

Virtual Reality Club: Project Manager 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. Teaching git 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.
- Implemented control mechanism in order 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.
- 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.

3D User Interaction:

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