

Anish Kannan

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Education

UC San Diego 2014 – 2018

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

Relevant coursework

Applicable Courses at Coursera.org

Algorithms, Part 1 by Princeton University

- Data Structures and Algorithms.
- Sorting algorithms, binary search trees, iterable data types and more.
- Divide and Conquer, Greedy, and Dynamic Programming paradigms.

Human Computer Interaction by UC San Diego

- Design with an emphasis on usability.

Courses at UC San Diego

CSE 11 - Object-Oriented Programming with Java

- Modularity, abstraction, documentation and testing.

Personal Projects

Legacy Dungeon - Dungeon Crawler game in Java- github.com/DontSuCharlie/LegacyDungeon

May 2014 – Ongoing

- Teamwork - Programming with a friend.
- AI - Programmed chase and run AI using A* search.
- Multi-threading - Implemented for parallel animation and computation processing.
- Programming Architecture - Reduced CPU usage by 50% per turn.

Activities and experiences

SILVR:

1/15 -

- Designing and programming an educational VR experience using Oculus Rift and Unity.
- Creating interest in space.

Beginner's Programming Competition

12/6/14

- Solved logic problems with Java in 2.5 hours
- Achieved 3rd place out of 117 teams.

Psychic: Hackathon Project at SBHacks 2015 – 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.

Fixey: Hackathon Project at CalHacks 2014 – www.fixey.herokuapp.com

10/3/15 - 10/4/15

- Worked with backend- used Google Maps API to optimize different possible routes and modes of transport.
- Won best Health Hack presented by Castlight Health over 7 other teams working on health.

Skills

Java (Experienced), Python (Prior Experience)

Adobe Photoshop and Illustrator