

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 Coursera.org

Algorithms: Design and Analysis (Part 1, Part 2) by Stanford University

- Algorithm design.
- Divide and Conquer, Greedy, and Dynamic Programming paradigms.

Algorithms, Part 1 by Princeton University

- Data Structures and Algorithms.
- Sorting algorithms, binary search trees, iterable data types and more.

Human Computer Interaction by UC San Diego

- Design with an emphasis on usability.

Current 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

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.
- Code Revision - Used Github: www.github.com/DontSuCharlie/LegacyDungeon.
- Debugging - Discovered bugs with Eclipse debugger.

Activities and experiences

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

- 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

Summer Program for Incoming Students

- Learned basics of python and hardware with Raspberry Pi.
- With a friend, built and programmed a robot that would detect motion.
- Hosted mini-game jams that lasted for 1-4 hours using scratch and pygame.

Robotics

- Introduced younger students to Science, Math, Technology, and Engineering
- Helped program robot; team competed in international championships.

Volunteered for over 300 hours

- Tutored senior citizens on computers, such as excel, gmail, word.

Skills

Java (Experienced), Python (Prior Experience)

Adobe Photoshop and Illustrator