Anish Kannan

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Education

UC San Diego 2014 – 2018
Bachelor of Science in Computer Science, GPA: 3.96

Work Experience

Amazon Game Studios: *Software Development Engineering Intern* Jun. '17 – Sept. '17

- Enhanced engine asset pipeline to optimize dev time and game performance.
- Fixed bugs in DirectX shaders and C++ code in the Lumberyard engine.

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

- Developed a Python tool to diagnose network issues of hosts in container clusters.
- Organized Docker and Kubernetes infrastructure such as key store databases.

Projects

CAVEKiosk: *Developer of VR kiosk to be deployed at several university libraries* Apr. '16 - Present

- Used Unity engine to display point clouds of over 3 million points.
- Wrote a geometry shader to enhance visual quality of point clouds.
- Designed user interaction via 3D input devices and traditional gamepads

Virtual Reality Club: *Project Manager* Oct. '15 - Present

- Lead workshops on educational game design, game engines, and input mechanisms.
- Managed several teams creating projects ranging from education to entertainment.
- Taught git and leadership acts such as task distribution.

Groundcrew: *Leader of VR project for the San Diego Air and Space Museum* Sept. '16 - Present

- Created VR experience using the HTC Vive and Unity to replace flight simulators
- Held meetings, distributed tasks and connected all parts together.
- Designed experience with team and museum director.

Sensory: *Developer of VR hackathon project at Treehacks 2017* Feb '17

- Developed experience to let users experience having physical disorders in the Vive.
- Experimented with Unity engine features and shaders to simulate disorders.
- Researched
- Achieved Education Grand Prize and Most Creative

UCSD CSE: *Tutor for Intro to Java, Advanced Data Structures, and 3D UI* Mar. '15 - Present

- Taught students intermediate Java concepts- e.g., polymorphism and recursion.
- Explained the mechanisms of data structures such as heaps and multiway tries.
- Guided students through 3D user interaction using the Unity engine and Oculus Rift.
- Developed a shell script to help quickly grade style on assignments.

Skills

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

Accomplishments

- Virtualingo: Best Gaming and VR Project at Calhacks 3.0 2016
- Cell VR: 3rd place project out of 1000+ people at HackingEdu 2015
- Diver: Best Game/VR Project at HackSC 2015