Anish Kannan

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Education

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

Work Experience

Dell Technologies: *Software Engineering Intern* Jun. '16 – Aug. '16
Used Unity engine to display point clouds of over 3 million points.

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

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

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 a flight simulator
- Communicated with museum leader to ensure quality experience.
- Held meetings, distributed tasks and connected all parts together.

Cell VR: *Hackathon Project at HackingEDU 2015* Oct. '15

- Integrated Oculus Rift, Razor Hydras, and Unity engine to create a cell biology game.
- Implemented control mechanism in C# to detect what the user is pointing at for interaction.
- Achieved 3rd place out of 1000+ people.

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

- Lead workshops on principles of educational game design, using game engines, and input mechanisms.
- Currently in charge of several teams creating projects such as a VR museum exhibit.
- Taught git and leadership acts such as task distribution.

Class Tutor: *Intro to Java, Advanced Data Structures, and 3D User Interaction* Mar. '15 - Present

- Taught students intermediate Java concepts such as polymorphism and recursion.
- Explained the mechanisms of data structures such as heaps and multiway tries.
- Developed a shell script to help quickly grade style on assignments.

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.
- Try "CSE 101" for example.

Skills

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

Accomplishments

- Best Gaming and VR Project at Calhacks 3.0 2016
- 2nd place best interactive experience at VRSC Festival 2016
- Best Game/VR Project at HackSC 2015