Anish Kannan

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Education

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

Experience

Dell Technologies: Software Engineering Intern   Jun. '16 – Aug. '16
- Developed a Python tool to diagnose network issues of hosts causing problems in container clusters by dynamically updating a database.
- Organized Docker and Kubernetes infrastructure such as key store databases for development of container solutions.

Activities and experiences

CAVEKiosk: Developer of VR kiosk to be deployed at several university libraries   Apr. '16 - Now
- 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 team building VR project for the San Diego Air and Space Museum   Sept. '16 - Now
- Created VR experience using the HTC Vive to replace a flight simulator
- Communicated with museum leader to ensure quality experience.
- Held meetings, distributed tasks and connected all parts together.

Virtual Reality Club: Project Manager   Oct. '15 - Now
- Designed and lead workshops to teach 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 for Intro to Java, Advanced Data Structures, and 3D User Interaction: Mar. '15 - Now
- 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.
- https://github.com/anikan/JavaStyleChecker

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.
- https://powerful-sea-4581.herokuapp.com/declassify/ Try "CSE 101" for example.

Skills

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

Accomplishments

- Best Gaming and VR Project at Calhacks 3.0   2016
- 3rd place project out of 1000+ people at HackingEDU   2015

Relevant Coursework

Data Structures and Algorithms:
- Analysis of Algorithms, Sorting algorithms, graph theory, binary search trees, hash tables.
- Divide and Conquer, Greedy, and Dynamic Programming paradigms.