Anish Kannan

www.anishkannan.me • ankannan@ucsd.edu • 510-324-6501 • github.com/anikan • linkedin.com/in/anishkannan

Education

UC San Diego 2014 – 2018
Bachelor of Science in Computer Science, La Jolla, CA

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.

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

Beginner's Programming Competition   December 6
- Solved logic problems with Java in 2.5 hours
- Competed with students taking lower division classes.
- Achieved third place out of 117 teams.

MoodStock: Hackathon Project at HackSC 2014
- Used Twitter and Alchemy APIs to analyze mood towards a topic using Ruby.
- Built a rudimental website with html.

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 presented by Castlight Health. Selected over 7 other teams.

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.

Skills

Java (Experienced), Python (Prior Experience)
Adobe Photoshop and Illustrator