**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.