**Anish Kannan**

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**Education**

**UC San Diego 2014 – 2018**

Bachelor of Science in Computer Science, La Jolla, CA GPA: 3.9

**Relevant coursework**

**Applicable Courses** at UC San Diego

CSE 12

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

CSE 30: Computer Architecture and Assembly

**Currently Taking**

CSE 100: Advanced Data Structures

* Learning Data Structures such as balanced trees and graphs.

**Personal Projects**

Starfly Online – Multiplayer Space game in Java January 2015 – Ongoing

* Teamwork - Programming with others.
* AI - Programmed basic chase AI.
* Phabricator: Experience with code review and phabricator tools.
* Used Entity-Component-System design pattern.

**Activities and experiences**

Mentor for Summer Program for Incoming Students 7/15-8/15

* Helped introduce incoming freshmen to principles of computer science
* Taught recursion, robotics with raspberry pi, image manipulation with python.

Psychic: A first-person action game built with the Unity engine. 7/15 – 8/15 [www.kongregate.com/games/robot1110/psychic](http://www.kongregate.com/games/robot1110/psychic)

* Designed experience while implementing user feedback

Tutor for CSE 8B and CSE 11: 4/15 – 6/15 9/15-12/15

* Helped students understand intermediate Java concepts such as Polymorphism.
* Developed a tool to help quickly grade style on assignments with shell scripting.

Beginner's Programming Competition 12/6/14, 5/25/15

* Solved logic problems with Java in 2.5 hours
* In the Fall competition, achieved 3rd place out of 117 teams.
* In the Spring competition, achieved 5th place out of 53 teams

Psychic VR: Hackathon Project at SBHacks 2015 – github.com/anikan/Psychic 1/30/15 - 2/1/15

* Integrated Oculus Rift, Leap Motion, and Unity Game Engine to create a game involving Psychic powers. Pull, push, throw objects in the environment.
* Implemented AI
* Designed player experience and scenes.

**Skills**

Java (Experienced), Python (Prior Experience)