**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**](https://www.devpost.com/software/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](https://github.com/anikan/JavaStyleChecker) to help quickly grade style on assignments.

[**Declassify**](https://powerful-sea-4581.herokuapp.com/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