**Anish Kannan**

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**Education**

**UC San Diego 2014 – 2018**

Bachelor of Science in Computer Science, GPA: 3.97

**Skills**

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

**Experience**

Dell Technologies: Software Engineering Intern Jun. '16 – Aug. '16

* Developed internal tool used to diagnose network issues of hosts causing problems in container clusters
* Set up Docker and Kubernetes infrastructure such as key store databases for development of container solutions.

**Activities and experiences**

Class Tutor for Intro to Java and Advanced Data Structures: Mar. '15 – Mar '16

* Taught students intermediate Java concepts such as polymorphism and recursion.
* Explained the mechanisms of data structures such as heaps and multi-way tries
* Developed a shell script to help quickly grade style on assignments.
* https://github.com/anikan/JavaStyleChecker

Virtual Reality Club: Project Manager Oct. '15 - Now

* Lead workshops to teach principles of educational game design, using game engines, and input mechanisms.
* Currently in charge of several teams creating projects. Teaching git and assigning tasks

Cell VR: Hackathon Project at HackingEDU 2015: devpost.com/software/cell-vr Oct. '15

* Integrated Oculus Rift, Razor Hydras, and Unity Game Engine to create an educational game involving cell biology.
* Implemented control mechanism in order to detect what the user is pointing at for interaction.
* Achieved 3rd place out of 1000+ people.

**Personal Projects**

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.
* [www.declassify.anishkannan.me](http://www.declassify.anishkannan.me/)

**Relevant coursework**

**Applicable Courses** at UC San Diego

Data Structures and Algorithms:

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

3D User Interaction:

* Learned principles of interaction for immersive systems.
* Developed experiences using the Leap Motion, Playstion Move controller, and Razor Hydras with Unity.