**Anish Kannan**

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**Education**

**UC San Diego 2014 – 2018**

Bachelor of Science in Computer Science, GPA: 3.96

**Work Experience**

**Amazon Game Studios**: *Software Development Engineering Intern*  Jun. '17 – Sept. '17

* Enhanced engine asset pipeline to optimize dev time and game performance.
* Fixed bugs in DirectX shaders and C++ code in the Lumberyard engine.

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

* Developed a Python tool to diagnose network issues of hosts in container clusters.
* Organized Docker and Kubernetes infrastructure such as key store databases.

**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

**Virtual Reality Club**: *Project Manager* Oct. '15 - Present

* Lead workshops on educational game design, game engines, and input mechanisms.
* Managed several teams creating projects ranging from education to entertainment.
* Taught git and leadership acts such as task distribution.

**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 flight simulators
* Held meetings, distributed tasks and connected all parts together.
* Designed experience with team and museum director.

**Sensory:** *Developer of VR hackathon project at Treehacks 2017* Feb ‘17

* Developed experience to let users experience having physical disorders in the Vive.
* Experimented with Unity engine features and shaders to simulate disorders.
* Researched
* Achieved Education Grand Prize and Most Creative

**UCSD CSE:** *Tutor for Intro to Java, Advanced Data Structures, and 3D UI* Mar. '15 - Present

* Taught students intermediate Java concepts- e.g., polymorphism and recursion.
* Explained the mechanisms of data structures such as heaps and multiway tries.
* Guided students through 3D user interaction using the Unity engine and Oculus Rift.
* Developed a [shell script](https://github.com/anikan/JavaStyleChecker) to help quickly grade style on assignments.

**Skills**

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

**Accomplishments**

* Virtualingo: Best Gaming and VR Project at Calhacks 3.0 2016
* Cell VR: 3rd place project out of 1000+ people at HackingEdu 2015
* Diver: Best Game/VR Project at HackSC 2015