**Anish Kannan**

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**Education**

**UC San Diego 2014 – 2018**

Bachelor of Science in Computer Science, La Jolla, CA

**Relevant coursework**

**Applicable Courses** at Foothill Community College

CS 1A – Object Oriented Programming Methodologies in Java

* Understanding how to use the object-oriented design paradigm.

**Applicable Courses** at Coursera.org

Algorithms: Design and Analysis (Part 1, Part 2) by Stanford University

* Learned about fundamental principles of algorithm design.
* Worked on Divide and Conquer, Greedy, and Dynamic Programing paradigms.

Algorithms, Part 1 by Princeton University

* Focused on implementation of algorithms and corresponding data structures.
* Studied sorting algorithms, binary search trees and iterable data types and more.

Human Computer Interaction by UC San Diego

* Learned to design with an emphasis on usability.

**Current Courses** at UC San Diego

CSE 11 – Intro to Computer Science and Object-Oriented Programming: Java (Accelerated Pace)

* Getting an introduction to programming methods and paradigms in Java.
* Topics include modularity, abstraction, documentation and testing.

**Skills**

Java (Experienced), Python (Prior Experience), Javascript (Learning)

Adobe Photoshop and Illustrator

**Projects**

Legacy Dungeon - Dungeon Crawler game in Java

* Developer of dungeon crawler game; still developing.
* Designed and created AI using A\* search.
* Learned programming architecture to optimize CPU usage.

**Activities and experiences**

Robotics

* Introduced younger students to science, technology, engineering, and math
* Participated as programmer; team competed in international championships.

Volunteered for over 300 hours

* Tutored senior citizens on computer usage with topics such as excel, gmail, word.

Summer Program for Incoming Students

* Learned basics of python and hardware with Raspberry Pi.
* Built a robot that would detect motion.
* Started mini-game jams that lasted for 1-4 hours with scratch and pygame.

Fixey: Hackathon Project at CalHacks 2014 – [www.fixey.herokuapp.com](http://www.fixey.herokuapp.com/)

* Started mini-game jams that lasted for 1-4 hours with scratch and pygame.
* Worked with backend- accessed the Google Maps database using their api and combined different possible routes and mode of transport to find the optimal one.
* Won Best Health Hack