**Anish Kannan**

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**Education**

**UC San Diego 2014 – 2018**

Bachelor of Science in Computer Science, GPA: 3.9

**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.

CSE 30: Computer Architecture and Assembly

**Personal Projects**

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

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

**Activities and experiences**

Tutored for Rick Ord for Intro CS Classes and for the Summer Program for Incoming Students:

* CSE 8B: 4/15 – 6/15 SPIS: 7/15-8/15 CSE 11: 9/15-12/15
* Taught students intermediate Java concepts such as polymorphism and recursion.
* Developed a shell script to help quickly grade style on assignments.

Declassify: A website to help decide which classes to take. 9/15

* <https://powerful-sea-4581.herokuapp.com/declassify/>
* Created using python and the Django framwork.
* Scraped data from school sites and checked ratings.

Psychic: A first-person action game built with the Unity game engine. 7/15 – 8/15

* [www.kongregate.com/games/robot1110/psychic](http://www.kongregate.com/games/robot1110/psychic)
* Designed experience while implementing user feedback

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

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

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

**Skills**

Java (Experienced), Python (Prior Experience)