Aryah Kannan

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EDUCATION

Dalhousie University	Sep. 2020 – May 2025
Bachelor of Computer Science, Dean's List	*GPA – 3.96/4.30*

TECHNICAL SKILLS

Languages: Java, C#, C/C++, JavaScript, HTML/CSS, Python, PHP, SQL
Frameworks: Android, Unity Engine, Photon Engine, Unreal Engine 5
Libraries: Three.js, React.js, Mantine, MUI, Bcrypt.js, Tailwind, Bootstrap, Express.js, OpenGL, Junit, Espresso
Cloud: Google App Engine, Google Storage Bucket, Heroku, GitHub Pages, AWS EC2, Firebase Cloud Functions
Databases: MongoDB, MySQL, Firebase Realtime Database
Developer Tools: Git, GitHub, GitLab, Blender, Bash, Linux, CI/CD, Visual Studio, Wireshark, Postman

EXPERIENCE

Research Volunteer | *Unity, C#, Blender*   Jul. 2023 – Present
HCI4Good Lab   *Halifax, NS*
- Created a database using MySQL designed to plan the academic timetable
- Used React with Material UI to create drag-and-drop UI
- Integrated with the university's CAS for security

Full Stack Developer | *React.js, Node.js, MySQL, Apache, Material UI*   Jun. 2023 – Aug. 2023
Dalhousie University   *Halifax, NS*
- Created a database using MySQL designed to plan the academic timetable
- Used React with Material UI to create drag-and-drop UI
- Integrated with the university's CAS for security

Tutor   Dec. 2022 – Present
TutorBright   *Halifax, NS*
- Tutored high school students to help them comprehend their academic material, improving their grades by 20%
- Mentored students to boost their confidence and provide guidance through their high school journey
- Taught mathematics and computer science, ensuring comprehensive understanding and knowledge transfer

PROJECTS

ECR14 | *Git, JavaScript, MongoDB, Node, React, MaterialUI*   Repository
- Developed a full-stack web application for a housing society and deployed it on Google App Engine
- Served 500+ users, resulting in a cost-saving of $2000 CAD by eliminating the need for a third-party solution
- Implemented features for users to raise complaints, book amenities, and create polls and surveys
- Ensured enhanced security by incorporating two-factor authentication

QuicKash | *Agile, XP, TDD, Android Studio, Java, Firebase, GitLabCI*   Repository
- Worked collaboratively in a team of 7 to develop an Android application for posting and applying to small jobs
- Incorporated push notifications to inform users about new jobs in their area
- Utilized Firebase Realtime Database and Cloud Functions for seamless live updates
- Designed a responsive user interface (UI) to ensure compatibility across different screen sizes

OpenGL Application | *C++, GLSL, Glad*   Repository
- OpenGL application that can render basic shapes
- Uses GLSL shaders
- Indexed vertex buffers for improved performance
- Currently in development to render basic images

Interactive Public Display Game | *Unity, C#, Blender, Finite State Machine* Repository
- An interactive game hosted on a large touch screen display to teach people about EDIA
- Implemented a Finite State Machine pattern and used Scriptable Objects to allow high scalability and modularity
- Worked in a team to create documentation for improved maintainability
- Custom maze generation algorithm to create a hexagonal grid

Extra curricular

Global Game Jam 2023   [Submission](#)
- Collaborated in a team to develop a nature-themed game using Unity
- Used procedural shaders for creating bridges made of smaller bridges
- Showcased and presented the game to a large audience

Ludum-Dare Game Jam 53   [Submission](#)
- Developed an action game centered around being an emergency response driver
- Made custom assets using Blender
- Realistic Car physics using Unity's PhysX wheel colliders

Ludum-Dare Game Jam 52   [Submission](#)
- Created a top-down survival shooter game
- Collaborated with team members to expand the game within a 72-hour time constraint
- Used Unity Shader Graph to create a retro look and feel

BMJ Game Jam   [Submission](#)
- Made a custom gravity physics to simulate space
- Used post-processing and Unity VFXGraph to create a vibrant environment
- Completed in 48 hours in a team of 4, using GitHub Projects for issue tracking