

Aryah Kannan

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EDUCATION

Dalhousie University

Bachelor of Computer Science, Dean's List

Sep. 2020 – May 2025

GPA – 3.94/4.30

EXPERIENCE

Student Software Developer | *C++*, *Catch2*, *CMake*, *Conan*, *Powershell*

Sep. 2023 – Present

Cartenav Solutions

Halifax, NS

- Worked on a multi-threaded desktop application to aid in Intelligence and Reconnaissance
- Collaborated in an agile team to optimize critical areas of the codebase
- Designed and implemented a novel new feature to allow better target prediction

Research Volunteer | *Unity*, *C++*

Jul. 2023 – Present

HCI4Good Lab

Halifax, NS

- Used Intel RealSense depth sensing camera C++ API to study interactions with a large touchscreen display
- Worked in unity to create games for a large screen teaching people about mental health
- Studied research data to evaluate hypotheses

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

Graphics Engine | *C++*, *GLSL*, *OpenGL*, *Conan*, *CMake*

[Repository](#)

- OpenGL application that can render primitive 3D objects
- Implemented abstraction layers for improved development experience
- Indexed vertex buffers for improved performance
- Can render and composite multiple images

Interactive Public Display Game | *Unity*, *C#*, *Blender*, *Finite State Machines*

[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

Brackey's Game Jam 2023.2

[Submission](#)

- Hangry Bird, a fun diving bird game made in Unreal Engine
- Physics based flying movement and water buoyancy mechanics
- Completed in 7 days with all custom made assets

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