

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*

Cartenav Solutions / PAL Aerospace

Sep. 2023 – Present

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

Executive at Dalhousie Interactive GameDev | *Unity, Unreal Engine*

Dalhousie University

Sep. 2023 – Present

Halifax, NS

- Organizing social events to increase awareness and interest in game development on campus
- Attended ISNS meetings to garner interest from the industry
- Organized game jams to help new-comers to game development

Research Volunteer | *Unity, C++*

HCI4Good Lab

Jul. 2023 – Present

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 whether public displays increase mental health literacy

Full Stack Developer | *React.js, Node.js, MySQL, Apache, Material UI*

Dalhousie University

Jun. 2023 – Present

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

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

Global Game Jam 2024

[Submission](#)

- Developed a comedic dating simulator game in Unreal Engine 5
- Used blueprints to dynamically manipulate audio to uniquely communicate the game's state
- Won the most creative award at the Halifax game jam site

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

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