Aryah Kannan

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Education

Dalhousie University — Sep. 2020 – May 2025
Bachelor of Computer Science, Dean's List — *GPA – 3.94/4.30*

Experience

Student Software Developer | *C++. Catch2, CMake, Conan* — 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
- Identified new bugs and resolved them

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

Projects

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

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

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