

# Varun Kanna

Pleasanton, CA | (424) 567-1423 | [varunkanna.me](https://varunkanna.me) | [varunkanna1@outlook.com](mailto:varunkanna1@outlook.com) | [in/varun-kanna/](https://in/varun-kanna/)  
[github.com/varun-kanna/](https://github.com/varun-kanna/)

## EDUCATION

---

**University of California, Santa Cruz | Santa Cruz, CA**

December 2025

Bachelor of Science in Computer Science

Cumulative GPA: 3.94

**Relevant coursework:** Data Structures & Algorithms, Discrete Mathematics, Linear Algebra, Calculus I, II, and III

**Professional Organizations:** Association for Computing Machinery, Google Developer Student Clubs, Athletics & Recreation Fund Advisory Committee

## EXPERIENCE

---

**SmokeScreen - Santa Cruz, CA**

November 2023

**Winner Of ACM Hacks x GraceHacks**

- Secured first place in a competitive hackathon by collaborating with a team in the development of a Chrome extension to block user-inputted content
- Engineered the backend functionality of the extension using the Chrome Storage API and JavaScript
- Conducted thorough testing on platforms like YouTube to identify and address edge cases and unexpected user behaviors

## PROJECTS

---

**Spotify to Youtube Playlist Converter - Pleasanton, CA**

June - Aug 2023

- Developed a custom Python automation tool to streamline playlist conversion by utilizing the YouTube Music API and Exportify
- Automated playlist conversion to reduce the time needed to add songs on average by 40% and benchmarked this for various album sizes ranging from 100-1000 songs
- Enforced CRUD functionalities to improve the user experience by implementing type checks to account for any errors

**NBA Player Comparison Tool - Pleasanton, CA**

Apr - May 2023

- Engineered a Python script to compare players by using Pandas & Numpy to handle player objects
- Retrieved specific statistics that contributed to more up to date more comparisons between players by utilizing the NBA API
- Implemented a menu tool to make the process of comparisons much easier with Agile Methodologies

**15 Game - Santa Cruz, CA**

Jan - Feb 2023

- Refined core game mechanics by leveraging Numpy's array manipulation, culminating in an 80% decrease in processing time
- Increased accessibility of the game by implementing reshuffling and resetting features
- Artfully designed a GUI by empowering players to customize their gaming experience with an array of vibrant square colors by utilizing Tkinter

## SKILLS

---

**Programming Languages:** Python, HTML, CSS

**Frameworks/Technologies:** Flask, SQLite, SQLAlchemy, Netlify, Selenium, Pandas, Numpy

**Tools:** Git, GitHub, Linux, UNIX, Ubuntu, Notion, Object Oriented Programming, Visual Studio Code

**Languages:** English, Telugu