

## Aryan Mann

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## Work Experience

### Unity Technologies

Product Tools Engineer, Computer Vision

San Francisco, CA

June 2021 – Present

Led multiple tooling, feature, and process developments for a fast-moving Computer Vision team building a simulation-based synthetic data generation product inside the Artificial Intelligence org at Unity.

- ☆ Promoted to IC-05 in 12 months! ☆
- Worked as lead engineer on three successful (i.e. increased model performance) “synthetic dataset projects” (\$350,000+) that required expertise in Unity, CV / ML, and project management.
- Spearheaded development of an internal library of randomization tools (such as variation of arbitrary shader properties, materials, post-processing effects) to support stronger domain randomization efforts across over 12 unique “synthetic dataset projects.”
- Gathered feedback and redesigned user interface for an internal tool that led to a 80% decline in support requests for the process supported by the tool.
- Oversaw planning, testing, publicization of three major releases of three Unity packages.
- Created org-wide efficiency by writing extensive onboarding documentation (viewed over 800 times internally since creation) and building project templates (used for over 10 internal dataset projects).

### Amchem Products

Fullstack Engineer

New Delhi, India

July 2018 ~ August 2021

Developed three websites using React & Jamstack SSG (static generation) tech from the ground up.

1. [amchemproducts.com](http://amchemproducts.com) – React, Next.js, Tailwind + Emotion | [Github Repo](#)
2. [drythane.com](http://drythane.com) – React, Gatsby, Tailwind + Emotion | [Github Repo](#)
3. [amshielddeck.com](http://amshielddeck.com) – React, Gatsby, Tailwind + Emotion | [Github Repo](#)

## Education

### Grinnell College

Bachelor of Arts – Computer Science (Major GPA: 3.8)

Grinnell, Iowa

August 2017 – May 2021

Relevant Courses: Algorithms & Data Structures, Web Development in Ruby & Rails, Automata & Formal Languages, Computer Graphics, Programming Languages, Computer Architecture, Evolutionary Algorithms, Mobile Software Development (Android)

## Internship Experience

### Unity Technologies

Machine Learning Engineer Intern, Game Simulation

San Francisco, CA

Summer 2018 and 2019

Unite conference Keynote that extends on my internship work: [youtu.be/gyqIZP\\_zLtU?t=3652](https://youtu.be/gyqIZP_zLtU?t=3652)

- ❖ Added foundational support to snapshot game state as time-series data for use in game analytics.
- ❖ Constructed bi-modal data to show correlations between gameplay mechanics and help improve three core game design mechanics by a top 10 mobile game development studio.

## Skills

- ❖ Proficient: Javascript, React, C#, Typescript, Python, Web (HTML, CSS + frameworks), Git
- ❖ Comfortable: Ruby, scientific computing (pandas, numpy, notebooks), Bash & Unix shells