

**Aryan Mann**

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## Work Experience

### Unity Technologies

San Francisco, CA

#### Tools Engineer, Computer Vision @ Artificial Intelligence Org

June 2021 – October 2022

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

- ☆ Promoted to IC-05 in under 12 months! ☆
- Led three and supported four successful (i.e. increased model performance) “synthetic dataset projects” (bringing in more than \$1,000,000+) requiring bespoke tooling across 3D simulations (GCE & Kubernetes), storage (GCS), and data transformation (Python & Jupyter)
- Spearheaded development of a library of domain randomization tools (variation of shader properties, materials, camera sensor properties) utilized in over 20 unique projects. Using C#.
- Redesigned and iterated on the user interface for an internal tool that led to a 80% decline in support requests. Using Unity, UXML and USS.

#### Tools Engineer, Digital Twins

October 2022 – Present

- Implemented an end-to-end solution to generate synthetic data on Google Cloud Platform (VMs, Storage, Logging) via a Python CLI. Using Terraform, GCP, Python.
- Prototyped and built an API service in Rust that produces GLB models at runtime of parameterized Houdini HDAs via the Houdini Engine C API. Using Terraform, GCP, Rust.

### Amchem Products

New Delhi, India

#### Fullstack Engineer

July 2018 ~ August 2021

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

Developed a backend to process web forms into ERP system. Implemented SEO, Google Analytics, and dashboards via Data Studio. Led to a 5x increase in daily traffic and an 18x increase in conversions.

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

## Education

### Grinnell College

Grinnell, Iowa

Bachelor of Arts – Computer Science

August 2017 – May 2021

## Personal Projects

[1] [ourspac.es](http://ourspac.es) – Collection of spaces around San Francisco open to the public (Svelte, Tailwind, SSG)

[2] [buzzr-coop](https://buzzr-coop.com) – Cooperative synchronized alarm for Android (Kotlin, Android)

## Internship Experience

### Unity Technologies

San Francisco, CA

#### Machine Learning Engineer Intern, Game Simulation

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.