

# Aryan Mann

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## WORK EXPERIENCE

### Product Tools Engineer, Computer Vision

August 2021 – Present

Unity Technologies. San Francisco, CA

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

- Worked as lead engineer on two successful (i.e. increased model performance) “synthetic dataset projects” (\$200,000+) that required expertise in Unity simulations, 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 6 unique 6-10 week “synthetic dataset projects.”
- Redesigned user experience for an internal process that led to an 80% decline in support requests.
- Oversaw planning, orchestration, testing, and publicization of two major releases for three packages.
- Created org-wide efficiency by writing extensive onboarding documentation (plus a template repo) for a small but fast-growing team/product uniformly viewed over 400 times in the past 2 months.

## EDUCATION

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

August 2017 – May 2021

Grinnell College. Grinnell, Iowa

Relevant Courses: Algorithms & Data Structures, Mobile Software Development, Web Development in Ruby, Automata & Formal Languages, Computer Graphics, Programming Language Development, Object Oriented Programming, Computer Architecture, Evolutionary Algorithms, Functional Programming

## INTERNSHIP EXPERIENCE

### Machine Learning Engineer Intern, Game Simulation

Summer 2018 and 2019

Unity Technologies. San Francisco, CA

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

- Added foundational support to snapshot game state as time-series data for analysis.
- 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.

### Full Stack Developer

July 2018 – August 2021

Amchem Products. India

Developed three websites using React & Jamstack/SSG (statically generated) tech from the ground up.

1. [amchemproducts.com](https://amchemproducts.com) – React, Next.js, Tailwind + Emotion on Netlify
2. [drythane.com](https://drythane.com) – React, Gatsby, Tailwind + Emotion
3. [amshielddock.com](https://amshielddock.com) – React, Gatsby, Tailwind + Emotion

## SKILLS & LANGUAGES

- **Proficient:** Javascript, React, C#, Typescript, Python, Web (HTML, CSS + frameworks), Git
- **Comfortable:** Ruby, scientific computing (pandas, numpy, notebooks), Linux shell